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WARHAMMER 40,000 DAWN OF WAR™



This game has received the following rating from the ESRB:



The background of the cover is a detailed illustration. On the left, a large, dark, mechanical arm or claw is visible. In the center, a man with a fierce, screaming expression is shown from the chest up, wearing a military-style jacket. Behind him, a chaotic battle scene unfolds with many soldiers, some on foot and some in vehicles, amidst smoke and fire. In the distance, a city skyline is visible under a dark, cloudy sky. The overall tone is gritty and intense.

WARHAMMER
40,000™

DAWN OF WAR™

PRIMA Official Game Guide

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www.primagames.com



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ISBN: 0-7615-4772-X

Library of Congress Catalog Card Number: 2004108915





Acknowledgements

I would like to thank Sean Dunn, Jim Martin, Kirk Somdal, and David LaPerle at THQ for all of their assistance. I am also grateful for Mario De Govia and Brooke Hall for helping to make this book a reality. Finally, I want to express my love and appreciation to my wife Trisa for all her support while I write and to our children Beth, Sarah, Connor, and Tanner for joy they bring into my life.





Contents

Introductionvii

 The Universe of *Warhammer 40,000: Dawn of War*vii

 Using this Guideviii

Chapter 1: Basic TrainingI

 The Command Interface2

 Controlling Your Units4

 Structures6

 Upgrading and Reinforcing6

 Leaders and Commanders7

 Strategic Locations and Resources7

Chapter 2: The Space Marines8

 Space Marine Infantry9

 Space Marine Vehicles16

 Space Marine Weapons20

 Space Marine Structures23

Chapter 3: The Chaos Space Marines30

 Chaos Marine Infantry31

 Chaos Marine Vehicles38

 Chaos Marine Weapons40

 Chaos Marine Structures43

Chapter 4: The Eldar49

 Eldar Infantry50

 Eldar Vehicles56

Eldar Weapons	59
Eldar Structures	61
Chapter 5: The Orks	67
Ork Infantry	68
Ork Vehicles	73
Ork Weapons	76
Ork Structures	78
Chapter 6: Advanced Strategy and Tactics	84
Infantry Squads	85
Vehicles	90
Defending Your Base	91
On the Offense	92
Chapter 7: Planet Fall	95
Chapter 8: Infiltration	102
Chapter 9: Under Siege	109
Chapter 10: Destroy the Xenos	115
Chapter 11: A New Lead	122
Chapter 12: Into the Maw	129
Chapter 13: Sacrifice	137
Chapter 14: The Chapel	144
Chapter 15: Unholy Ceremony	151
Chapter 16: Old Friend	157
Chapter 17: All Out War	164





Chapter 18: Skirmish and Multiplayer Games170

 Setting Up a Game171

 Strategy and Tactics172

Chapter 19: Skirmish and Multiplayer Maps176

 Battle Marshes (2 Players)177

 Deadman’s Crossing (2 Players)178

 Fallen City (2 Players)179

 Meeting of Minds (2 Players)180

 Outer Reaches (2 Players)181

 Valley of Khorne (2 Players)182

 Biffy’s Peril (4 Players)183

 Quatra (4 Players)184

 Saint’s Square (4 Players)185

 Tartarus Center (4 Players)186

 Volcanic Reaction (4 Players)187

 Streets of Vogen (6 Players)188

 Bloodshed Alley (6 Players)189

 Kasyr Lutien (6 Players)190

 Mortalis (6 Players)191

 Testing Grounds (6 Players)192

 Burial Grounds (8 Players)193

 Daturias Pits (8 Players)194

 Doom Chamber (8 Players)195

 Lost Hope (8 Players)196

 Penal Colony (8 Players)197



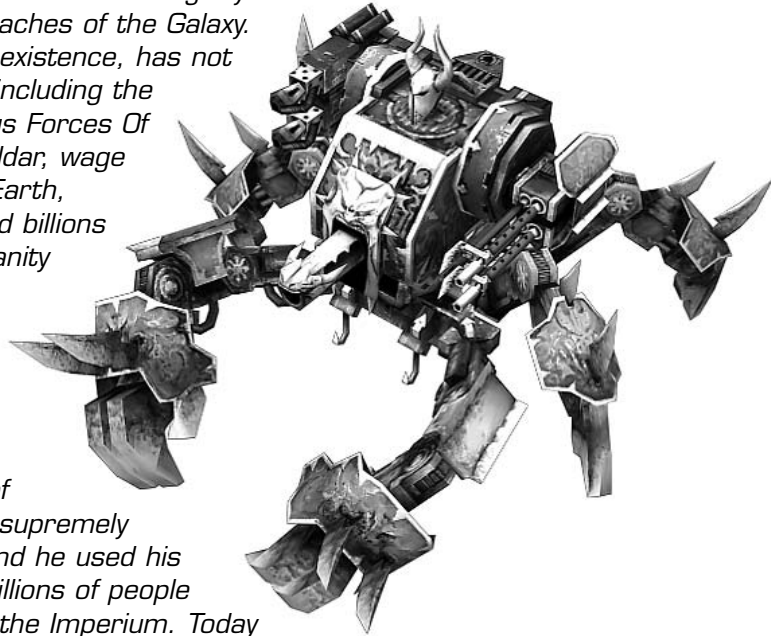
The Universe of WARHAMMER 40,000: DAWN OF WAR

In the 41st Millennium Mankind has spread its race and glory to over a million worlds throughout the far reaches of the Galaxy. But Humanity's expansion, in fact, its very existence, has not gone unchallenged. The Enemies Of Man, including the savage and bloodthirsty Orks, the traitorous Forces Of Chaos, and the mysterious and powerful Eldar, wage constant war against the descendants of Earth, seeking to destroy them. The lives of untold billions of people, indeed the very survival of Humanity itself, depend upon the protection of the Master of Mankind, the Emperor of Man, and the Emperor's loyal, genetically-perfected and lethal warriors, the Space Marines.

It was ten thousand years ago that the Emperor ascended to the Golden Throne of Earth. Although human, the Emperor was supremely gifted with extraordinary psychic abilities and he used his unmatched power to unite the countless billions of people living on over one million planets, creating the Imperium. Today the Imperium continues to be ruled by the iron will of the Emperor, whose living carcass is entombed in the strange life-giving machinery of the Golden Throne.

The Undying Master of Mankind, the Emperor, is no longer merely a man, He has become a god, worshipped by billions throughout the Galaxy. As Man's enemies rain endless death and destruction upon Humanity's doomed planets, the people of the Imperium pray to the Emperor, begging for His protection. Their desperate prayers are answered by the Imperial Guard, the Emperor's loyal soldiers who are the backbone of Mankind's military, and by the Emperor's elite warriors, the fierce and unrelentingly heroic Space Marines. Together the Imperial Guard and the Space Marines represent Humanity's last, best hope for salvation from their relentless enemies.

Though Man's enemies are legion, the most widespread and constant threat comes from the Orks, a sadistic and barbaric alien race whose passion for violence knows no bounds. Orks are in a permanent state of war. They live only for the joy of battle and wreaking as much carnage and bloodshed as possible. Although the Space Marines and the Imperial Guard save numerous planets from being overrun by Orks, these victories come at an extremely high cost with devastating military and civilian casualties.



In contrast to the Orks' straightforward and mindless brutality, the Forces of Chaos are a far more insidious threat to the battle-weary citizens of the Imperium. Ten thousand years ago, when the Emperor first rose to power, the gods of Chaos sent psychic whispers into the hearts and minds of the Space Marines, promising immortality and limitless power. Many traitors succumbed to the influence of Chaos; indeed, in an apocalyptic civil war known as the Horus Heresy, fully half of the Space Marines renounced their vows to the Emperor and forswore their allegiance to their Space Marine brethren. After bitter losses on both sides, the Emperor ultimately crushed the rebellion through an act of supreme sacrifice. The surviving heretical Space Marines remain unrepentant and continue to follow the Chaos gods, waging endless war on the people of the Imperium and raging ceaselessly against the Emperor's righteous reign.

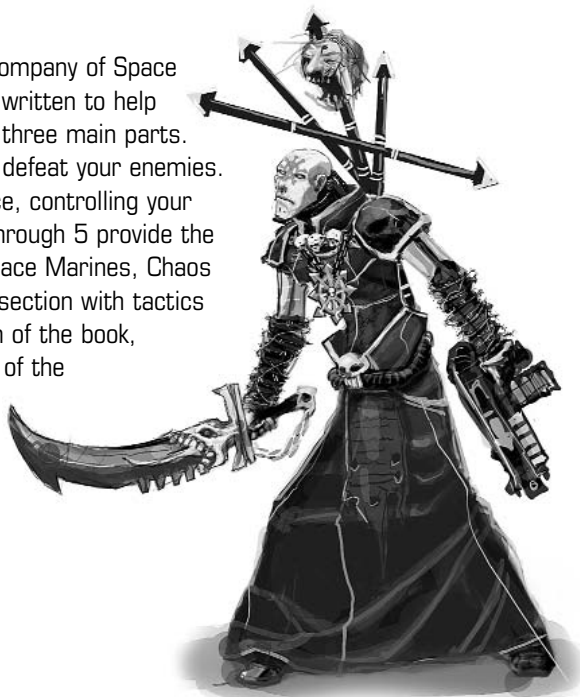
Beyond the death and destruction caused by the Orks and the Forces of Chaos there are still more threats against Humanity. For, beyond the bloodthirsty aliens, unknown daemons, and unrepentant heretics there exists yet another enemy, the remnants of an ancient and potent race, the Eldar.

At the core of the awesome Eldar army are the Aspect Warriors, swift and powerful fighters whose deadly skills have been honed to perfection. Using their unparalleled psychic powers and advanced technologies, the Eldar are actually fighting to save the Galaxy, but they are willing to destroy the entire human race in the process.

It is the dawn of the 41st Millennium. Battles rage, billions die...and the Galaxy is bathed in blood.

Using this Guide

So you feel ready to take on the role of Force Commander to a company of Space Marines? This is not an easy job. Therefore, this guide has been written to help you obtain victory over the Imperium's enemies. It is divided into three main parts. The first section covers general information you need to know to defeat your enemies. Chapter 1 goes over the basics of the game such as the interface, controlling your forces, and how to interact with your environment. Chapters 2 through 5 provide the information you need on each of the four races in the game—Space Marines, Chaos Space Marines, Eldar, and Orks. Chapter 6 rounds out this first section with tactics and strategies you can use on the battlefield. The second section of the book, Chapters 7 through 17, provides in-depth walkthroughs for each of the 11 missions in the campaign where you take command of the Blood Raven chapter of Space Marines on the planet Tartarus. The final section of the book covers the Multiplayer and Skirmish missions. While Chapter 18 provides general tips, tactics, and strategies for these types of games, Chapter 19 offers specifics for each of the Multiplayer and Skirmish maps.





Chapter I

Basic Training

So you are the new Space Marine commander. Before you take your squads into battle, you need to know several things. As a commander, you have a wealth of information at your disposal. It's important to keep track of your mission status as well as how your units are doing. You need to give orders to your units and send them against your enemies. Logistics is also required of an effective leader. During the course of missions, you set up bases by requesting structures. You can upgrade and/or customize these structures and your combat units as the situation demands. Finally, to build more units and structures, as well as take control of the battlefield, your squads have to seize Strategic Locations. By the time you complete your training in this chapter, you will be proficient in all these tasks.

The Command Interface

To be a good commander, you must track various types of information and issue appropriate orders to your troops. All the info you need is around the game screen's borders. Let's take a guided tour.

Resource Information

In the screen's upper-left, a couple of counters track your resources. The top counter covers requisition resources while the lower counter keeps track of power. Each counter consists of two numbers. The left number is the current number of requisition or power points you have. The second number—preceded by a "+"—shows the rate at which you are gaining points. The higher the rate number, the faster your points increase. Whenever you spend points to build or reinforce, the cost is deducted from your current total points. If you are playing as the Orks, you should have a counter for Ork resources and a WAAAGH! Banner located below your power points. This is discussed in greater detail in Chapter 5.



The Command Interface provides important information and allows you to control your units.



Generators provide power for your base. The more you build, the greater the rate of power increase.

Team Information

Moving to the right across the screen's top, next comes team information. There are two main sections—squad and vehicle. The first set of numbers tells you how many you have and the maximum number you can have, referred to as a cap. The second set of numerals is the number of vehicles and your cap. After you have reached a cap, you can no longer produce units of that category. You can raise these caps in different ways, depending on which race you are playing as. For example, the Space Marines can raise their caps by researching at the Stronghold. Orks, on the other hand, increase their caps by building WAAAGH! Banners. The chapters on each race go into more detail about how to raise caps.

Menu Bar

The menu bar is in the screen's top-right corner. Here you can access the Chat, Diplomacy, and Objective windows as well as the Menu. With Chat, you can communicate with other players—those on your team as well as the enemy—during multiplayer games. Left-click on the Chat button to open a dialog box to send a message to all players. Type in your message and press **Enter**. To send a message to only your teammates, right-click on the Chat button and follow the same procedure.

When playing multiplayer games with more than two players, the Diplomacy window allows you to ally with other players and form teams during the game. You can also trade resources with other players using this window.

The Objectives window lets you know what you need to accomplish to win the game. During the campaign missions, objectives may be added as you play. Objectives are divided into two categories—primary and secondary. You must complete all primary objectives to complete a mission. Secondary objectives are optional. However, if you want to complete the secondary objectives, you must do so before you complete the last primary objective or the mission will end regardless.

Click on the Menu button to bring up the game menu, which allows you to save your game, load a previously saved game, restart the current mission, quit the mission, or exit to Windows.

Mini Map

Find the Mini Map in the screen's lower-left corner. This map gives you an overview of the battlefield and is a great way to keep track of your units. Colored dots represent units and structures. Following is the key for each color.

COLOR	REPRESENTATION
White	Currently selected unit or group
Green	Your units and structures
Blue	Allied units and structures not under your control
Red	Enemy units and structures
Dark Purple	Strategic Points
Orange	Critical Locations
Yellow	Relics
Light Purple	Slag Deposits

The white vector shows the location of the camera and your view. It moves around as you rotate and move your view about the battlefield. You can send a selected unit or group to a location by right-clicking on the Mini Map. Keep an eye on the Mini Map because it shows enemies as they approach, giving you an advance warning of coming attacks.

In the corner with the Mini Map are a few other functions. To the lower-left are a couple of buttons for pinging. This is a way to designate a location on the map for other players. One button lets you decide who sees the ping—all players or just those on your team. The second button is for pinging. Right-click on this button to change the type of marker that appears on the map. You can choose from a General ping, Attack Here, Defend Here, Resources Here, and Capture Here.

To the lower-right of the Mini Map are some more buttons. Three of these buttons allow you to cycle through your units and structures. These allow you to quickly look at the status of your forces. The first button, Next Builder, cycles through your units that can build structures. Because this cycles through all builders, even those currently working, see if the unit is engaged in a project before assigning it a new task. The second button, Next Research/Add On, cycles through your structures that can be upgraded or have research assigned. This saves you



Use the Mini Map to see when the enemy is headed your way.

from having to click on each structure in turn to see if you can do anything there. The third button, Next Military Unit, cycles through your combat units. This can be handy during a battle to see which units are in trouble. Or use it to find a scout unit with the Infiltration ability activated, because it is invisible on the map.

The two smaller buttons are for overwatch. The green/yellow button pauses and unpauses overwatch orders while the red button cancels overwatch orders. Overwatch orders allow you to give a unit or structure a continuous build, upgrade, or reinforce order. To do this, right-click on an order button. For example, if you right-click on the Space Marine Squad button at the Chapel-Barracks, the structure will produce Space Marine Squads. Overwatch can also be used on units to reinforce them or provide weapons. If one of your squad is taking casualties, right-click on the reinforce button and the squad will receive reinforcements until it reaches its maximum number, whereupon the overwatch order will be canceled.

Unit Information Area

At the center of the bottom of the screen, the Unit Information Area shows the status and statistics for the currently selected unit or structure. The left display lists the unit's Health and Morale, while the main display shows the unit's various values such as attack, defense, resources provided, and what types of units against which your unit is most effective. If you have more than one unit selected, the main display shows an icon for each unit with bars representing Health and Morale. Click on the icons in this display to show the data for that unit in the small display on the left and to give it orders. Double-clicking on a unit selects that unit only and releases the other selected units.



The Unit Information Area provides the stats on your units.

Command Area

The Command Area, in the screen's lower-right, is divided into three sections. The section on the right contains the order buttons for the unit or build and research orders for structures. The central section lists the upgrades and reinforcement for units, with secondary orders such as rally points for structures. The left section is the queue area, which shows the pending upgrades and build orders.

Controlling Your Units

If you have ever played a real-time strategy game before, the controls will be familiar to you. For basic controls, use the mouse and click right on the game screen. Left-click selects a unit while right-click gives an order to move to a location, or if clicked on an enemy, to attack. You can also give these and other orders from the Command Area. You can give your units several different orders. Some units have orders unique to them due to special abilities. However, basic orders apply to all units. These come in two categories—movement and stances.

Movement Orders

You can give movement orders by selecting units, then right-clicking on the game screen. However, you can also use the movement order buttons. Let's take a look at each in turn.

Move

Left-click on this button, or use the shortcut key, then left-click on a location on the screen to have all selected units move to the location. Units given a move order will not stop and attack enemy units. They'll continue to move, so be careful where and how you move your units.

Stop

Left-click on this button, or use the shortcut key, to cancel the selected unit's current orders.

Attack Move

Left-click on this button, or use the shortcut key, then left-click on a location on the screen to have all selected units move to the location. When attack-moving, units stop to attack any enemy units they encounter before proceeding.

Attack Melee

Left-click on this button (or use the shortcut key), then left-click on an enemy location to have all selected units move to the location. When they are in close range, the units will engage the enemy in close combat.

Stance Orders

Stance orders instruct a unit how to act when around or engaging enemy units. Unlike movement orders, stance orders set engagement rules for the selected unit. Click on the stance buttons to cycle through the various stances. The top stance button determines how the unit responds to enemies, while the lower stance button determines what type of attack the unit will use. Following are the various types of stance orders you can assign your units.

Stand Ground Stance

When set to this stance, units will attack any enemy they come into contact with, but they won't move from their position. This stance is ideal for heavy weapons units that have a setup time.

Hold Ground Stance

When set to this stance, units will attack any enemy they come into contact with, but will pursue it only a short distance.

Burn Stance

Units set to this stance will attack structures before enemy units if they have a choice.

Cease Fire Stance

Units in this stance will not attack any enemy units unless engaged in close combat.

Ranged Stance

When set to this stance, units will always move to engage enemies in ranged combat when given an attack order. Units with different types of weapons will halt and attack with the weapon with the longest range. If you want other weapons to fire as well, you have to move the unit closer to its target.

Assault Stance

When set to this stance, units will move to engage enemies in close combat over ranged combat when given an attack order.

Versatile Stance

Units will attack with ranged weapons until enemy units get close to them. Then they will engage in close combat.

Structures

In every mission, as well as in the Skirmishes and Multiplayer games, you have to build a number of structures to build a base. Before you can build a base, you start with your headquarters structure. For the Space Marines, this is a Stronghold. Each race has its own unique types of structures. These are discussed in specific detail in the subsequent chapters on each race. However, no matter which race, you need basic types of structures in addition to your headquarters.

Because requisition and power resources are critical, you need to build structures that provide these resources. Place Listening Posts on Strategic Points and Relics you have captured. They increase the number of requisition resources you earn and help protect these positions from enemy capture. These structures also provide control zones into which you can build additional structures. Power is provided by generator structures. Each race has basic and advanced generator units. You can build the basic variant anywhere within a control zone. You must build the advanced variant on top of a slag deposit on some maps.

Most of the structures you build are for building units and/or researching new abilities. Their Command Area consists of units you can produce and research topics you can study. Click on one of the buttons to begin production or research. Units produced are delivered right to the structure. However, if you want them to go to a different location, you can build a rally point. Click on the rally point button, then click on a location. A flag appears showing you the rally point for that structure. Alternately, with the structure selected, right-click on the game screen to build a rally point.

The final structure types are defensive. These consist of Turrets and Minefields. Turrets fire at any enemy units that come into range while minefields attack enemy units that come into contact with them.

Upgrading and Reinforcing

You can upgrade many units and some structures. Some upgrades are available initially while others have specific requirements, such as you must have built a structure or completed research. Combat units can have their weapons upgraded. This allows you to make the unit more powerful or customize it for battle. For example, a Space Marine Squad can upgrade with heavy weapons. After you meet the requirements, you can add Flamers, Heavy Bolters, Plasma Guns, and Missile Launchers to your squads. Some vehicles also allow you to upgrade their weapons. You can also upgrade each race's headquarters structure once or twice, depending on the race. Upgrading, like building, costs resources.

Whenever you build a new squad, it begins with less than the maximum amount of troops. However, you can increase the squad to full strength through reinforcements. Clicking on the reinforcements button requests a new



Build up a base so you can build new units and structures.

troop to be added to the squad. For example, Space Marine Squads begin with four marines. Add four more, for a total of eight, through reinforcements.

Leaders and Commanders

In addition, you can assign most squads a leader, who becomes part of the squad. These squad leaders, such as the Space Marine Sergeant, not only increase the number of troops in the squad, they also increase the squad's Morale and make it a more efficient fighting unit.

You can also build other leaders in the game. Some, such as commanders, are unique. There can only be one of them at a time. Others, such as healers, have no such limits. While these leaders can function individually, they can also be attached to some squads. These leaders further contribute to a squad's combat capability and may also have special abilities. Attach these leaders to squads because it keeps them close to the troops and makes your squads more effective. To do this, select a leader, click on the Attach button, then left-click on a squad.



Commanders increase the effectiveness of your squads and often have special abilities.

Strategic Locations and Resources

Controlling parts of the map can be a specific objective during some missions as well as an inherent objective for all missions. Strategic Points, Critical Locations, and Relics are all important. They unlock upper tier tech, provide requisition points, used to build new units and structures. While these positions do not extract resources out of the ground, they represent the effectiveness of your efforts. Because your superiors reward success, the more positions you capture, the more requisition resources you earn.

Strategic Points appear as colored dots on your Mini Map. Take control of a few right away. After you discover one of these locations, send a squad over and right-click on the location. The squad begins taking control. While taking control, the squad cannot fight. If you order it to attack, it breaks off the control attempt. However, when you order it to take control again, it starts over from scratch. After you have control, one of your race's flags appears over it.

You can capture enemy-controlled locations as well. Order one of your squads to take control of it. This takes longer because you first have to reduce the enemy's control, then take control. You can build Listening Posts on top of Strategic Points and Relics, but not Critical Locations. Not only do Listening Posts increase the number of requisition points you earn, it also means the enemy must destroy the structure before it can capture it. You can often upgrade Listening Posts to include weapons so they can defend themselves.



Use your squads to take control of strategic locations and increase your flow of requisition resources.



Chapter 2

The Space Marines

“While vile mutants still draw breath, there can be no peace. While obscene heretics’ hearts still beat, there can be no respite. While faithless traitors still live, there can be no forgiveness.”

**Legiones Astartes Silver Skulls’ Catechism of
Hate, Verse 1 of XXV**

Built by the Emperor and forged in war’s fiery furnace, the Space Marines are warrior monks devoted to serving their creator and honor-bound to their sacred duty. Though few in number, the Space Marines fight with fury at the front lines of Humanity’s bloody struggle for survival against the vicious never-ending onslaught of attacks from Mankind’s enemies.

The superiority of the superhuman Space Marines is the result of numerous genetic modifications, psycho-conditioning, rigorous physical training, and unquestioning faith. A Space Marine is a formidable fighter, but when he fights with a thousand of his brethren (in organizations referred to as Chapters), they form a steely weapon of righteousness—the Emperor’s living, breathing swords of destruction, serving His will and protecting His people throughout the Imperium.

Space Marine Infantry

Space Marine infantry is your main fighting force. You need to take control of Strategic Locations about the battlefield, then hold them against enemy attack. Infantry exists as squads of combat troops, as well as individuals such as leaders, healers, and builders.

Servitor



Servitors are humans who have been lobotomized and turned into automatons. This is a punishment for a crime committed against the Imperium.

Weapons

Servitors carry no weapons and have no attack capability.

Abilities

Build

The Servitor is a builder unit and can construct all Space Marine structures. Multiple Servitors can build structures faster than one.

Repair

In addition to building, Servitors can repair damaged Space Marine structures up to their maximum number of Health.

Notes

Servitors are built at the Stronghold. They are necessary for establishing and maintaining a base. For most missions, you want two or more Servitors so you can construct more than one structure at a time. Assign one Servitor to building Listening Posts and defensive structures such as Turrets and Minefields. Keep this Servitor at the front to repair these structures as they take damage from enemy attack. However, keep your Servitors away from the enemy because they are easily destroyed and cannot fight back.

Servitors count toward your squad cap. If you need more combat units and you're done building your base, get rid of all but one Servitor (which you need for repairs or Listening Posts). To eliminate your extra Servitors, select one as your active unit, and then press **[Delete]**. You can attach Servitors to squads, but this puts them in harm's way—keep them on their own and back from the fighting.

Space Marine Squad



Space Marine Squads are the backbone of the Imperium's military might. They are heavily armed and armored. They can be upgraded to use a variety of heavy weapons, so Space Marine Squads can be customized for different roles, making them one of the game's most versatile units.

Weapons



Bolter



Knife



Flamer (Upgrade)



Heavy Bolter
(Upgrade)



Plasma Gun
(Upgrade)



Missile Launcher
(Upgrade)

Abilities

Capture

Space Marine Squads can capture Strategic Locations. However, they take more time than other types of infantry squads.

Frag Grenades (Upgrade)

Once this wargear has been researched at the Chapel-Barracks, Space Marine Squads can use Frag Grenades against enemy infantry units. After using a Frag Grenade, the squad must wait for the ability to recharge before using it again.

Notes

You can build Space Marine Squads at the Chapel-Barracks or the Orbital Relay structure. They initially enter the battlefield with four marines, but can increase to eight through reinforcement. Adding a Sergeant and another leader brings the squad total to a maximum of 10.

Space Marine Squads can upgrade to two heavy weapons after the Armory is built. With research at the Armory, they can carry a maximum of four heavy weapons. Some players give each squad one of each heavy weapon to allow squads to deal with anything, but a better strategy is to assign each squad four heavy weapons of a single type. Each weapon has its own unique range and characteristics, and specialized squads can maximize the advantages of their heavy weapon: Flamer squads close with the enemy and demoralize them. Heavy Bolter squads stay back and provide massive amounts of firepower, chewing through enemy infantry. Plasma squads can go after armored units, while Missile Launcher squads take out structures and vehicles at long range.

While Space Marine Squads can fight in close combat, this is not really their specialty. Instead, try to keep them set for ranged combat where they are more effective and can cause more damage.

Assault Marines



Assault Marines strike hard and fast. Their jump packs allow them to rapidly close with the enemy. Few adversaries can withstand them after they get caught in the bloody melee.

Weapons



Chainsword



Bolt Pistol

Abilities

Capture

Assault Marines can capture Strategic Locations. Their mobility allows them to get to some positions faster than Space Marine Squads.

Jump Packs

Assault Marines can jump over impassable terrain such as cliffs or other obstacles. The distance they can jump is limited, but it's enough to get them where they need to go.

Frag Grenades (Upgrade)

Once this wargear has been researched at the Chapel-Barracks, Assault Marines can use Frag Grenades against enemy infantry units. It's a good idea to have Assault Marines throw a Frag Grenade at an enemy infantry unit

Chapter 2: The Space Marines

before engaging it in close combat. After using a Frag Grenade, the squad must wait for the ability to recharge before using it again.

Melta Bombs (Upgrade)

Once this wargear has been researched at the Chapel-Barracks, Assault Marines can use Melta Bombs. These explosive devices can be thrown short distances and are used by the Assault Marines for attacking both vehicles and structures. The Assault Marines' quick speed and Jump ability allow them to Jump near a vehicle, throw a Melta Bomb, then Jump to safety.

Notes

As you may have noticed, Assault Marines cannot be upgraded with heavy weapons. They are primarily a close-combat unit. Therefore, set them to an Assault stance so they quickly close with the enemy as they are meant to.

Assault Marines can move quickly across the battlefield. Use their Jump Packs to sneak around an enemy's unprotected flanks, because impassible terrain is rarely guarded. After a quick attack, use their speed to get them away from the enemy before they take too many casualties. Keep a squad or two of these around to supplement your Space Marine Squads.

Assault Marine Squads are built from the Chapel-Barracks and begin with four troops. This can be reinforced up to eight and a Sergeant can also be built, bringing the maximum cap to nine. Other leaders cannot be assigned to Assault Marine Squads.

Scout Marine Squad



Scout Marine Squads are experts at fighting independently from the main force. They strike deep into enemy territory, destroying communications and supplies.

Weapons



Bolt Pistol



Knife



Flamer (Upgrade)



Sniper Rifle (Upgrade)



Plasma Gun (Upgrade)

Abilities

Detection

Scout Marine Squads have one of the longest sight radii in the game. This allows them to see enemy units without being spotted themselves. They can also use the Infiltration ability to detect enemies who are invisible to other units.

Capture

Scout Marine Squads can capture Strategic Locations. However, they take longer than other types of infantry squads.

Infiltration (Upgrade)

Once Infiltration has been researched, Scouts can use this ability to remain invisible to enemy units. However, after the Scouts attack, the ability is lost until it is reactivated out of the enemy units' sight radius and a short time after the Scouts' last attack.

Notes

Scout Marine Squads, built from the Stronghold, initially come with two troops and can be reinforced up to a maximum of four. Leaders can be attached to Scouts; however, the Scouts lose their Infiltration ability while a leader is attached. Scouts' main role should be reconnaissance. They can sneak behind enemy lines to see what the enemy has. If you have units with missiles, such as Space Marine Squads with Missile Launchers or Whirlwinds, the Scouts can act as spotters for their fire, allowing these missile units to fire outside of their sight radius.

While Scouts are best used to find the enemy, they can be useful for attacking. With Sniper Rifles, a Scout Squad can take out enemy builder units and infantry without much armor. However, after firing, run away from the enemy until they can reactivate Infiltration.

Terminators



Terminators are the most feared of all Space Marine warriors. They combine centuries of experience with the Imperium's best armor and weapons.

Weapons



Storm Bolter



Power Fists



Heavy Flamer



Assault Cannon

Abilities

Capture

Terminators can capture Strategic Locations. Their ability to teleport allows them to go after these positions behind enemy lines.

Deepstrike

When you build them, Terminators can be teleported directly onto a known location on the battlefield. Therefore, you can bring them into battle at your base or behind enemy lines.

Personal Teleporter

Once you have researched this wargear at the Orbital Relay structure, Terminators can teleport about the battlefield similarly to the Assault Marines' Jump Pack ability. However, while waiting to teleport, the Terminators can't fight and are susceptible to taking damage from enemy attacks.

Notes

Terminator Squads enter the battle with four troops after being built from the Chapel-Barracks. They can be reinforced up to a squad cap of eight. While they cannot be assigned a Sergeant, they can have a leader attached to them. The leader can teleport about the battlefield along with the Terminator Squad.

Terminators are designed for close combat against infantry. Therefore, assign them to the Assault stance. A squad can be assigned a maximum of two heavy weapons. It is best to assign two of the same type. To get in close, the Heavy Flamer is a better choice. However, the Assault Cannon gives your squad a ranged combat ability. Don't send Terminators after heavy vehicles. Use your Terminators for infantry and other units for vehicles.

Assault Terminators



These Terminators, equipped with specialist close-combat weaponry, are used in dense fighting conditions or in the depths of a hive city. Few can stand before their brutal assault.

Weapons



Thunder Hammer



Storm Shield

Abilities

Capture

Assault Terminators can capture Strategic Locations. Their teleport ability allows them to go after these positions behind enemy lines.

Deepstrike

When you originally create them, Assault Terminators can be teleported directly onto a known location on the battlefield. Therefore, you can bring them into battle at your base or behind enemy lines.

Personal Teleporter

After you research Personal Teleporter wargear at the Orbital Relay structure, Assault Terminators can teleport about the battlefield similarly to the Assault Marines' Jump Jet ability. However, while waiting to teleport, the Assault Terminators can't fight and are susceptible to taking damage from enemy attacks.

Notes

Assault Terminators, built at the Chapel-Barracks, initially arrive with four troops. They can be reinforced up to eight, and an attached leader brings it up to a squad cap of nine. Sergeants cannot be built for this type of squad.

Assault Terminators are the Space Marines' greatest close-combat fighters. Send them after enemy units that are best at ranged combat for a quick victory.

Sergeant



Sergeants are exceptional warriors and leaders among the Space Marines. They receive additional training in all aspects of war; use them to coordinate squads and maintain Morale.

Weapons



Bolt Pistol



Sword



Plasma Pistol (Upgrade)



Power Sword
(Upgrade)



Power Fist
(Upgrade)

Abilities

Rally

As squads come under fire and take damage, their Morale level decreases. Once it gets very low, the squad will break. A broken squad has its firepower seriously reduced and loses most of its combat effectiveness. Sergeants can Rally their squads, which instantly restores the squads' Morale to its maximum value. This ability requires some time to recharge before it can be used again.

Notes

Sergeants are unlike any other unit. They are not built from a structure. Instead, they are added to a squad via reinforcement. Not only does a Sergeant add an additional warrior to a squad (increasing its cap), more importantly, the Sergeant helps keep the Morale of the squad high and can Rally it when a squad breaks.

You must have a Monastery to build Sergeants for your squads. Research upgrades for Sergeants are at the Armory; once completed, all Sergeants automatically receive the new more powerful weapons.

Force Commander



Each Space Marine Chapter is led by a Force Commander whose extraordinary skill and heroism are remarkable even by the already exceptional standards of his fellow Space Marines. A stalwart veteran of thousands of battles, the Force Commander is always found in the forefront of the battlefield, leading each charge and commanding his troops with absolute authority. While he is a powerful warrior in his own right, the Force Commander focuses on enhancing the troops under his command.

Because he is a unique unit, there can be only one Force Commander on the battlefield at a time.

Weapons



Bolt Pistol



Power Sword



Plasma Pistol (Upgrade)



Daemon Hammer

Chapter 2: The Space Marines

Abilities

Orbital Bombardment

Force Commanders can call in an Orbital Bombardment against a selected location on the ground. The target must be within the range circle that appears when you select the bombardment ability. While these strikes are very inaccurate, they do massive damage to anything hit. Use this attack against enemy bases or concentrations of troops—just pull back your own troops first. You must have an Orbital Relay structure to use this ability.

Inspiring Aura

This ability, once researched, is always active. Those infantry squads near the Force Commander have a bonus to the damage they inflict on the enemy.

Battlecry

Force Commanders can transfer part of their battle lust to nearby troops. When the Battlecry ability is used, all nearby infantry units receive a boost to their Morale as well as a temporary increase to the damage they deal out.

Notes

Force Commanders can be built at the Chapel-Barracks. You can have only one Force Commander on the battlefield at a time. However, once a Force Commander is killed in battle, you can build another. Keep your Force Commander at the front of battle, where he can have the most influence on your troops. He can always be replaced if killed. Research special abilities at the Sacred Artifact structure.

Librarian



The keeper of the Chapter's ancient knowledge is the Librarian, whose powerful psychic talents can cast a wide range of spells—banishing demons, striking down enemies, protecting troops from psychic attacks, or augmenting his physical prowess during battle. The Librarian is a unique unit, so only one can be on the battlefield at a time.

Weapons



Bolt Pistol



Power Sword



Plasma Pistol (Upgrade)



Force Weapon (Upgrade)

Abilities

Smite

The Librarian can deliver a powerful psychic blast at a targeted location. Smite damages enemies in its blast radius and throws infantry squads away from the blast. It is best used against infantry.

Weaken Resolve

This psychic attack reduces an infantry squad's Morale recovery rate. It is ineffective against units without Morale, such as vehicles.

Word of the Emperor

The Librarian can recite litanies of faith that bolster the constitution of all nearby infantry, causing them to take less damage from attacks. This ability also cancels stun and other disabling effects. Daemons cannot bear to hear the Word and take more damage when affected by this ability.

Notes

Librarians can be built at the Sacred Artifact. Though you can have only one on the battlefield at a time, they can be replaced. Therefore, attach them to one of your squads and send them into battle, where they can use their special skills to supplement your infantry's abilities.

Apothecary



A key specialist within each Space Marines Chapter is the Apothecary. Although he wields a Chainsword with skill and precision, the Apothecary is primarily a healer who repairs his battle-brethren's wounds.

Weapons



Chainsword

Abilities

Narthecium

The Apothecary can increase the regeneration rates of nearby infantry, allowing it to heal faster.

Notes

The Apothecary is the Space Marine's medic. Because they are not unique units, you can have more than one. Attach them to each squad that does not already have a Force Commander or Librarian attached. The Apothecary increases your squad cap and provides automatic healing as needed during the mission.

Space Marine Vehicles

Vehicles play a supporting role for the Space Marines. They can transport squads of marines about the battlefield, or provide heavy firepower for dealing with enemy units and structures. Build all vehicles at the Machine Cult.

Rhino



The Rhino is an infantry transport used to move Space Marines to the front lines. It can carry all types of infantry squads except for Terminators.

Weapons

The Rhino carries no weapons. However, it does have armor for protection against enemy attack.

Abilities

Smoke Launcher

After this is researched at the Machine Cult, all Rhinos are equipped with this wargear, which launches smoke grenades. Any units located within the effect radius of the smoke grenades take less damage from ranged weaponry. The Smoke Launcher must recharge after each use.

Notes

The Rhino is an often overlooked vehicle due to its lack of armament. It is effective, especially if you don't have other vehicles available. You can move squads through dangerous areas and negative terrain, then unload troops after they are at a more advantageous position. Use the Smoke Launcher to help cover your squads during a firefight.

Land Speeder



Based upon the now near-mythical Standard Template Construct (STC), the Land Speeder's rediscovery is commonly attributed to the great Technomagus Arkhan Land at the very birth of the Imperium. This vehicle is a fast skimmer that, like Assault Marines, can ignore most terrain. While it carries some heavy armament, the Land Speeder is lightly armored and goes down quickly under fire. No other unit in the Space Marine arsenal is as fast as the Land Speeder.

Weapons



Storm Bolter



Twin-Linked Assault Cannons

Abilities

Jump

Like Assault Marines, the Land Speeder can jump over impassible terrain. This allows the Land Speeder to get to any spot on the battlefield and avoid enemy concentrations and defenses.

Notes

The Land Speeder is a fast attack vehicle best used against enemy infantry. Because of its mobility, it makes a great support for Assault Marines by giving them some mobile, ranged firepower. In fact, a raiding party of these two types of units can get close to the enemy's rear and raise havoc.

Dreadnought



It could be said that a Space Marine will serve until his dying breath, but that underestimates his devotion, for some continue to serve even beyond life—they are the deadly Dreadnoughts. A Dreadnought is a sentient, fighting, walking vehicle that excels in destroying hard targets such as vehicles and buildings. Every Dreadnought is piloted by a Space Marine who was wounded in battle and saved from death by permanent entombment within an armored sarcophagus.

Weapons



Close Combat
Weapons x 2



Heavy Flamer



Assault Cannon (Upgrade)



Twin-Linked Lascannons
(Upgrade)

Notes

The Dreadnought is a close-combat walker. Though slow, it can give and take a lot of damage. In addition to going after structures, the Dreadnought is very effective at attacking enemy vehicles, many of which are not very powerful in close combat. You can send Dreadnoughts to terrorize the enemy on their own, in groups, or as part of joint groups with other types of units. They are best kept out in front where they can close with the enemy and destroy them. If you choose to upgrade a Dreadnought, one of the claws is replaced with the ranged weapon you select. Build Dreadnoughts at the Orbital Relay structure and the Machine Cult and deploy them via Deepstrike.

Hellfire Dreadnought



The Hellfire Dreadnought variant has been in service for many millennia. Thought to be first used by the Dark Angels Chapter, it sacrifices close-combat weapons to focus fully on its role as a ranged-support unit.

Weapons



Missile Launcher



Assault Cannon



Twin-Linked Lascannons
(Upgrade)

Notes

The Hellfire Dreadnought is a great support vehicle. It provides infantry squads the additional long-range firepower needed to destroy vehicles and structures. Unlike the standard Dreadnought, this variant is very vulnerable when operating on its own. It needs either infantry or other vehicles for protection. Build Hellfire Dreadnoughts at the Orbital Relay structure and deploy them via Deepstrike.

Whirlwind



The Whirlwind is a powerful artillery unit built by attaching multiple Missile Launchers to a Rhino's roof. It is designed to demoralize and soften infantry targets. Although not as effective against structures, its long range makes it effective for clearing enemy defensive emplacements before the main attack.

Chapter 2: The Space Marines

Weapons



Missile Battery

Abilities

Blind Firing (Attack Ground)

The Whirlwind can attack areas outside of the sight radius of any of your units. Click on the Attack Ground button in the orders section, and then click on a spot on the battlefield. The Whirlwind begins bombarding that spot. Bombardments of this type are less accurate than if spotted by other friendly units, but this is a good way to pound an enemy base without having to get your troops in close. This can also be a good tactic for covering a narrow pass through which the enemy must move.

Notes

The Whirlwind is extremely useful for whittling down enemy defenses before sending in your squads. They are most effective when you send in a Scout Marine Squad with Infiltration to act as spotters. If you target an enemy unit or area outside of its firing range, the Whirlwind moves forward until the target is in range. It then stops and commences firing. Three or four Whirlwinds can really unleash a bombardment on the enemy and demolish a base without any additional help except for spotting. Whirlwinds are not as heavily armored as tanks, so keep some squads or vehicles nearby for protection.

Predator



The primary tank of the Space Marines, the Predator can be customized as an anti-tank or anti-infantry vehicle. It is exceedingly effective at either role. Its primary use is as a fire support unit, forcing the enemy to deal with the multipronged threat of troops and vehicles.

Weapons



Autocannon



Heavy Bolter



Twin-Linked Lascannons
(Upgrade)



Lascannon (Upgrade x 2)

Notes

The Predator is a truly customizable tank. Though it starts out effective against infantry and light vehicles, its upgrades make it a vehicle killer. To maintain the best of both worlds, upgrade with both Lascannons on the flanks and keep the Autocannon, because its explosive rounds are great for dealing with groups of infantry.

Land Raider



One of the most potent vehicles in the Imperium's service, the Land Raider is an awe-inspiring sight. Nearly indestructible compared to most tanks, it acts as a transport and a fire platform. It can transport all types of infantry squads, including Terminators.

Weapons



Twin-Linked Lascannons x 2



Twin-Linked Heavy Bolter

Abilities

Machine Spirit

When triggered, the essence of the machine takes over for a while. During this time, the vehicle is resistant to damage. It also moves more slowly.

Notes

The Land Raider is the ultimate vehicle. It is also very expensive to build. However, by the time you have the prerequisites, you probably have enough resources. Two or three Land Raiders loaded with Terminators (or other squads) can fight their way into an enemy base, then unload the infantry to add further firepower. However, if you need anti-vehicle firepower, it's cheaper to build a couple of Predators and upgrade them fully. That gives you twice as much firepower and twice the number of targets for the enemy to shoot at, and still saves resources.

Space Marine Weapons

Ranged Weapons

Assault Cannon

This rotating six-barreled automatic weapon fires solid slugs. It is useful against both infantry and light vehicles. Carried by Terminators, the Assault Cannon gives these units a decent ranged weapon.



Bolters

The Bolter is the standard Space Marine weapon. It fires semiautomatic, self-propelled explosive rounds and is effective against lightly armored infantry units. The Bolt Pistol is a smaller version of the Bolter that has a shorter range and causes less damage. The Storm Bolter, on the other hand, is a double-barreled Bolt Pistol that causes more damage than a standard Bolter, but at a shorter range.



Flamer

This short-range, handheld flamethrower dishes out moderate damage, but its real purpose is to seriously decrease a target unit's Morale. Flamers are also great for getting enemies in cover to move out into open terrain, allowing your units to cause more damage to the target. Position a squad with Flamers in the front of your battle lines so they can get at the enemy and demoralize them.



Heavy Flamer

This short-range handheld flamethrower has more firepower than the standard Flamer and is carried by Terminators. Given the Terminators' abilities at close combat, this is a good choice because it decreases a target's Morale, allowing the Terminators to move in and eliminate the enemy.



Chapter 2: The Space Marines

Frag Grenades

Frag Grenades are an ability available to some infantry squads. These small explosives can be thrown for a short distance at enemy squads. To use Frag Grenades, click on the button in the unit orders and then click on an enemy unit. A range circle appears, showing you how far the squad can throw the grenade. If you select a target outside of the circle, your squad closes with the enemy, then throws the grenade after the target is in range. Not only does this weapon cause damage to all enemy units within its blast radius, but it also knocks them down and stuns them momentarily—while they're down, they cannot fire at your troops. After using a Frag Grenade, the squad must wait for the ability to recharge before using it again.

Heavy Bolter

This larger version of the Bolter has an automatic rate of fire. The Heavy Bolter fires rounds that cause more damage, and at longer ranges. However, because it is such a large weapon, it cannot be fired while moving. Instead, a marine carrying one of these weapons must take a moment to set up the weapon once his squad has stopped moving. Heavy Bolters can chew up enemy infantry units. Be sure to order your squads with this weapon to maintain a Stand Ground stance, as these weapons cannot fire while the squad is pursuing the enemy.



Lascannons

The Lascannon is the Imperium's most powerful non-ordnance ranged weapon. It fires a concentrated beam of energy that can punch through armor like it was paper. This weapon is most effective against vehicles.



Melta Bombs

Melta Bombs are explosive devices you can throw short distances, and are an ability available to the Assault Marines. Their armor-piercing capability makes them very effective against vehicles and structures. They cannot be used against infantry. After using a Melta Bomb, the squad must wait for the ability to recharge before using it again.

Missile Launcher

The Missile Launcher fires high-impact, armor-piercing, explosive missiles. It has the longest range of any of the Space Marine Squad weapons and is their most effective weapon for taking out structures and vehicles. However, the Missile Launcher also works against infantry. Because this is a large weapon, it cannot be fired while moving; instead, a squad must halt to set up a Missile Launcher. A squad with four Missile Launchers can cause some serious damage to an enemy base.



Missile Battery

The battery of Missile Launchers carried by the Whirlwind and Hellfire Dreadnought allows these vehicles to engage enemies at very long range—even beyond its sight radius. The missiles damage both the health and Morale of any units in the blast radius.



Plasma Gun

The Plasma Gun uses magnetic fields to project superheated plasma streams so hot that they melt most armor like butter. This is a good choice for squads up against enemy infantry with armor. Because of its small size, the Plasma Gun can be fired while on the move.



Plasma Pistol

The Plasma Pistol is a small version of the Plasma Gun with a shorter range, and causes less damage.



Sniper Rifle

These long-range weapons are feared by most troops for their ability to kill indiscriminately at long range without revealing the shooter. Sniper Rifles fire a single needle-like projectile that can take down most infantry with a single shot. While this weapon's damage is relatively low, its accuracy often allows its firer to score a critical, lethal hit against the target. Additionally, being attacked by a Sniper Rifle has a medium to high effect on a target unit's Morale.



Close Combat Weapons

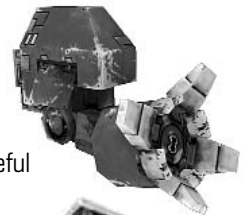
Chainsword

The Chainsword is a long, sword-like weapon with jagged, motorized teeth that can cut through enemy units with ease.



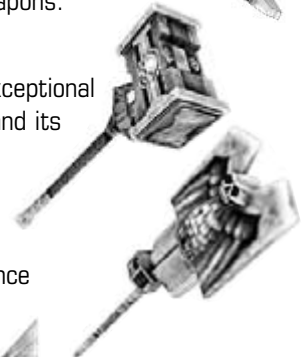
Close Combat Weapons

The Dreadnought's fists are powerful hydraulic claws surrounded in energy fields that make them effective at dismantling anything they can get close to. They are especially useful against structures. The Dreadnought is initially armed with two Close Combat Weapons.



Daemon Hammer

The Daemon Hammer is a powerful weapon given only to those who have shown exceptional ability at combating the forces of Chaos. It greatly enhances the user's strength, and its energy field cuts through the thickest infantry armor. It is also very deadly against daemons. The Daemon Hammer can be carried by the Force Commander.



Force Weapon (Upgrade)

Force Weapons, when used by powerful psykers such as the Librarian, have a chance of killing outright any unit they damage. They are similar to Power Swords.

Knife

This is the standard close-combat weapon for Space Marines and Scouts. While it does not cause as much damage as other close-combat weapons, it does allow units to fight up close and personal.



Chapter 2: The Space Marines

Power Fists

Power Fists are oversized, hydraulically assisted hand weapons that use arcane energy fields. Capable of cutting through armor, the Power Fist greatly increases the Terminators' close-combat abilities. This weapon can also be used by Sergeants.



Power Sword

Similar to the standard Sword, the Power Sword is infused with dark technology that allows it to cut easily through armored infantry. However, it is not very effective against vehicles.



Storm Shield

The Storm Shield provides Assault Terminators with Invulnerability during close combat, limiting the amount of damage they take from enemy assaults.



Sword

This standard bladed weapon gives Sergeants a good initial close-combat ability. Though it causes more damage than a Knife, the Sword is not as deadly as power weapons.



Thunder Hammer

Assault Terminators are armed with Thunder Hammers, a large power weapon that causes a lot of damage against infantry in close combat and also works against light vehicles.



Space Marine Structures

During missions, you need to establish a base to produce new units and research upgrades. Therefore, it's important to understand the role of each of the Space Marine structures. All of these are prefabricated and dropped down from orbit. A Servitor must "unpack" each structure and set it up before use.

Stronghold



The Stronghold is the Space Marines' headquarters structure. It's needed to build all other structures with the exception of Listening Posts. This is due to its function as a command facility. It exerts a control zone in which structures can be built.

Production

The Stronghold produces the first units you need to get a mission or battle going. You must build Servitors to begin establishing your base. In addition, Scout Marine Squads help you secure nearby Strategic Locations until Space Marine Squads can be brought in.

Upgrades

The Stronghold can be upgraded twice. Once you have enough resources, upgrade to the Monastery. You can then upgrade again to the Fortress Monastery. While these upgrades do not add any new features at the Stronghold itself, they do allow you to produce new units and structures.

Research

Infantry Deployment Increase

This improves your command infrastructure and increases your squad cap. You can increase the number of squads you can have on the battlefield at one time up to a set maximum determined in the mission.

Vehicle Support Increase

This increases your vehicle cap, allowing you to produce vehicle units. Because you always begin with a cap of zero, this research must be accomplished before you can build any new vehicles. This research can be repeated up to the mission maximum.

Scout Infiltration

This research allows your Scout Marine Squads to use the Infiltration ability. With it, they can move about the battlefield, invisible to enemy units until the Scouts begin attacking.

Notes

The Stronghold is your most important structure. If the enemy destroys it, you may be in trouble. One thing most players don't realize is that they can have more than one Stronghold—for large maps, consider building a new Stronghold closer to the front lines, so newly produced units can join the battle.

While it can be expensive, especially early in a mission, it's important to upgrade your Stronghold as quickly as possible. Each upgrade allows you to produce more advanced and powerful units. Therefore, after you have the basics and enough to defend your base, upgrade and improve your army with the advanced units.

Chapel-Barracks



The daily rituals of a Space Marine are a harsh regimen of prayer, training, and indoctrination of information through advanced hypnotherapy. The Chapel-Barracks has been developed to contain all the supplies necessary to maintain these rituals as well as keep the field infantry supplied.

Production

Most of your infantry squads are produced at the Chapel-Barracks. Here you can build Space Marine Squads, Assault Marines, Terminators, Assault Terminators, and Force Commanders.

Research

Frag Grenades

Complete this research to arm your infantry squads with Frag Grenades, which can be used against enemy infantry.

Melta Bombs

This research arms all of your Assault Marines with Melta Bombs, which they can use against enemy vehicles and structures.

Notes

After the Stronghold, the Chapel-Barracks is the next structure you need to build. You need at least one or two Space Marines Squads to secure your base from enemy attack while it is under construction.

Armory



The Armory is another important structure. Its entire purpose is to research new technology for your squads to use on the battlefield, making them more effective. The Armory is also a requirement for upgrading your squads with heavy weapons.

Research

Devastator Weapon Upgrade (Heavy Weapon Research 1)

This increases the number of heavy weapons Space Marine Squads can carry from two to four.

Target Finders (Marine Accuracy Research 1)

This research equips all Space Marine Squads with Target Finder wargear. It improves the accuracy of all ranged weapons for Space Marine Squads, and is the first of two possible upgrades of this type.

Enhanced Target Finders (Marine Accuracy Research 2)

This research further increases the accuracy of ranged weapons for all Space Marine Squads. It is the second of two possible upgrades of this type.

Bionics Level 1 (Marine Health Research 1)

This research equips Space Marines, Assault Marines, and Scouts with Bionic wargear, which increases their maximum health. This is the first of two possible upgrades.

Bionics Level 2 (Marine Health Research 2)

The maximum health of Space Marines, Assault Marines, and Scouts increases further. This is the second of two possible upgrades.

Power Sword (Sergeant Melee Upgrade 1)

This research equips all Sergeants with Power Swords, which are excellent for close combat. This is the first of two possible upgrades.

Power Fist (Sergeant Melee Upgrade 2)

This research replaces Sergeants' Power Swords with Power Fists, increasing the damage they can cause during close combat. This weapon is effective against all types of units, including vehicles and structures. It is the second of two possible upgrades.

Plasma Pistols (Commander Plasma Upgrade)

Once this research is completed, Force Commanders, Librarians, and Sergeants are equipped with Plasma Pistols as their ranged weapon.

Notes

While the Armory does not produce any units, it is extremely important and should be constructed soon after the Chapel-Barracks. By completing all of the upgrades here, you make your squads and leaders much more effective in combat.

Listening Post



Listening Posts can be placed on Strategic Points and Relics. Not only does this solidify your hold on these, it also increases the rate at which you receive requisition resources. The Listening Post is a control structure, allowing you to build other structures nearby.

Production

Skull Probes



Use Skull Probes for a variety of automated tasks. They make excellent recon units due to their small size and quick speed. Skull Probes have a large sight radius, allowing them to scout out enemies. They also can use the Infiltration ability to stay out of sight. Though they are unarmed, they can be attached to squads, thus increasing the squad's sight range. Skull Probes have a limited lifespan. Once they are produced, their Health begins decreasing slowly on its own. Try using these units to spot for your Whirlwind artillery.

Upgrades

The Listening Post can be upgraded to a Fortified Position and then on to a Heavily Fortified Position. Not only do these increase the production rate of requisition resources, they also increase the structure's Health. The Fortified Position adds a Turret weapon, which is then upgraded to a more powerful Turret weapon in the Heavily Fortified Position. By upgrading your Listening Posts, they can help defend your base as well as themselves.

Research

Escalate Engagement (Build Increase Research 1)

This increases the rate at which you collect requisition resources from Strategic Locations. It applies to all Strategic Locations, not only the one where the research is performed. It is the first of two possible upgrades.

Full Scale War (Build Increase Research 2)

This further increases the rate at which you receive requisition resources from Strategic Locations. It is the second of two possible upgrades.

Notes

Listening Posts are a vital part of the game. Have a Servitor follow behind your troops to construct Listening Posts for each captured location, and to build defensive structures to protect them.

Plasma Generator



Plasma Generators are the means by which you generate the power resource. A single Stronghold can support only six Plasma Generators. When these structures are destroyed, the resulting explosion damages anything nearby.

Research

Strengthen Power Grid (Power Increase Research 1)

This research provides a global increase to power resource production rates. Each of the generators produces more power. It is the first of two possible upgrades.

Plasma Battery Storage (Power Increase Research 2)

This further increases the amount of power produced at each generator. It is the second of two possible upgrades.

Notes

Plasma Generators are an important part of your base. Though your power requirements are low to begin with, more advanced units and structures require a lot of power to build. It's a good idea to build the maximum number

of Plasma Generators early in the game. Even if you don't need that much power right away, stockpile for when you do need it.

Thermo-Plasma Generator



This structure produces power at a higher rate than Plasma Generators. However, they can be built only on top of Slag Deposits. Such deposits aren't found on all maps or in all missions.

Notes

You don't have many opportunities to build Thermo-Plasma Generators. However, whenever you find a Slag Deposit, send a Servitor to build one. Construct some defensive structures around it for protection.

Machine Cult



Build all types of vehicles at the Machine Cult.

Production

At the Machine Cult, you can produce Rhinos, Land Speeders, Dreadnoughts, Hellfire Dreadnoughts, Whirlwinds, Predators, and Land Raiders.

Research

Smoke Launchers

After completing this research, Rhinos come equipped with Smoke Launchers, allowing them to fire smoke grenades.

Notes

Build one of these structures as soon as you can, because your enemy will probably be building one as well. If your base is at a distance from the front lines, assign a rally point for the Machine Cult closer to your troops. You may even want to build a second Machine Cult because it can take some time to build new vehicles—especially the larger, more powerful ones.

Sacred Artifact



This revered shrine acts as a focal point for psychic and Morale-based abilities.

Production

Both Librarians and Apothecaries are built at the Sacred Artifact.

Research

Personal Force Field (Commander Health Level I)

Once this research is complete, the Force Commander and Librarian are both equipped with Personal Force Field wargear. This increases their maximum health. It is the first of two possible upgrades.

Advanced Personal Force Field (Commander Health Level 2)

This research further increases the maximum health of the Force Commander and Librarian.

Litany of Faith (Force Commander Ability Level 1)

After reciting the Litany of Faith, the Force Commander is filled with such belief in the Emperor that his devotion inspires all who look upon him. This research gives the Force Commander the Inspiring Aura ability and is the first of two possible upgrades.

Litany of Battle (Force Commander Ability Level 2)

After reciting the Litany of Battle, the Force Commander is consumed with battle lust. This gives the Force Commander the Battlecry ability and is the second of two possible upgrades.

Blessed Parchment (Librarian Ability Level 1)

This research allows the Librarian to use the Word of the Emperor ability.

Holy Proclamation (Librarian Ability Level 2)

This research allows the Librarian to use the Weaken Resolve ability.

Notes

While not a vital structure, the Sacred Artifact provides leadership for your troops. The research also gives your leaders some impressive abilities and enhances your troops during combat.

Heavy Bolter Turret



This emplaced Turret is equipped with Twin-Linked Heavy Bolters. These are effective against enemy infantry. You can only build these within the control areas of Strongholds and Listening Posts.

Upgrades

You can upgrade this structure to a Missile Turret. As a result, the Heavy Bolters are replaced by Twin-Linked Missile Launchers. This makes this structure effective against enemy vehicles.

Notes

If your base is under threat of attack, build Turrets. Position them near the access points to your base so they can engage the enemy before an attack. Upgrade to the Missile Turret if the enemy is sending vehicles to attack your base. This can be an important defense until you can build more powerful units.

Minefield



A Minefield provides the first level of defense against an approaching enemy. Plant them around your base to destroy attacking enemy units. Minefields cannot be seen by most enemy units. However, once detected, they can be attacked and destroyed. When most of the mines have been triggered, the Minefield is destroyed.

Chapter 2: The Space Marines

Notes

Minefields are a good way to defend your base, especially if you have some narrow access points. Minefields, unlike most structures, do not need to be built within a control zone. Therefore, you can build them anywhere on the map. Because most enemies will not expect them away from your base, Minefields out in the middle of the map can be a big surprise.

Orbital Relay



The Orbital Relay allows pinpoint communication with the orbital fleet. It coordinates Orbital Bombardment and allows you to drop pod units anywhere on the map.

Production

The Orbital Relay produces Space Marine Squads, Dreadnoughts, and Hellfire Dreadnoughts. However, instead of these units marching out of the structure upon completion, you deploy them onto the battlefield using the Deepstrike ability.

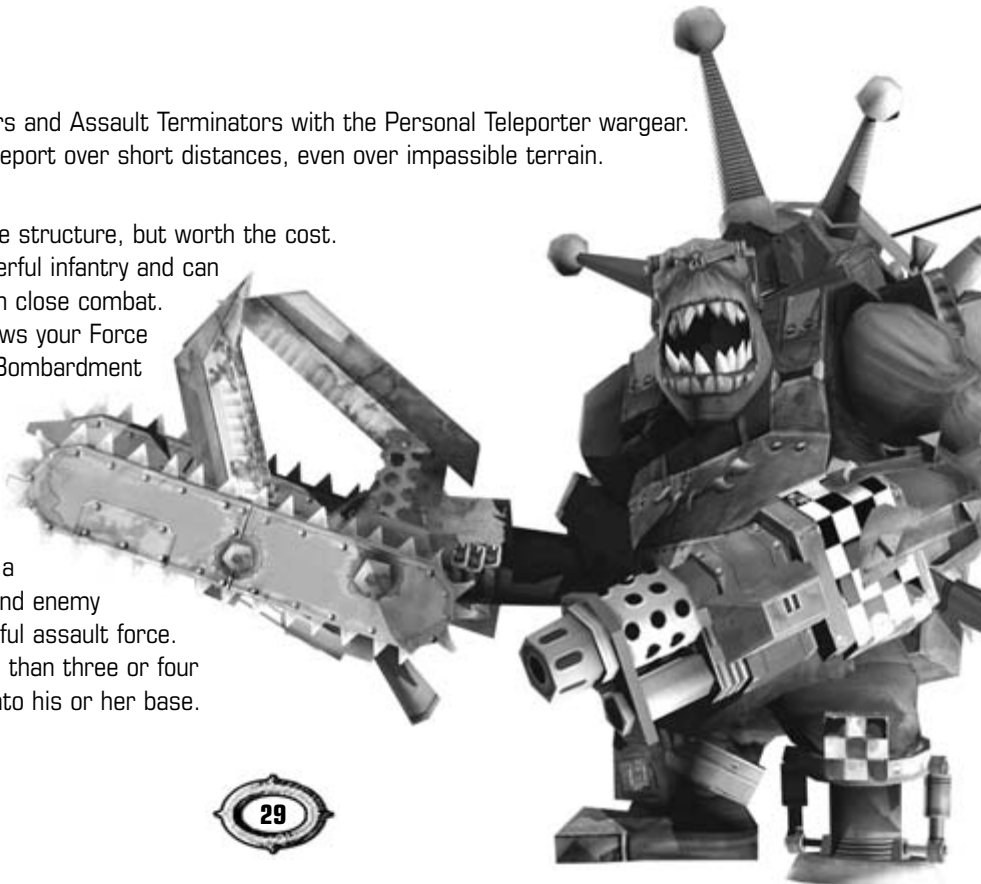
Research

Personal Teleporter

This research equips Terminators and Assault Terminators with the Personal Teleporter wargear. As a result, Terminators can teleport over short distances, even over impassible terrain.

Notes

The Orbital Relay is an expensive structure, but worth the cost. Terminators are your most powerful infantry and can really put a hurt on the enemy in close combat. Furthermore, this structure allows your Force Commander to use the Orbital Bombardment ability. You can "load" existing Termies, SM Squads, and Dreadnoughts into the Orbital Relay to Deep Strike them. When creating units with this structure, you can hold them in a queue, and then drop them behind enemy lines together for a more powerful assault force. Nothing worries an enemy more than three or four Dreadnoughts dropping down onto his or her base.





Chapter 3

The Chaos Space Marines

“Death to the False Emperor! Death to the weakling Imperium of Man!”

—Common Chaos Battlecry

Born in a bloodbath of betrayal, the Chaos Space Marines are the darkest of villains. Although they were once proud members of the Imperium’s great and honorable Space Marines, these traitors fell willingly under the sway of the diabolic Chaos Gods, the infernal entities who gnaw at reality’s edges, devouring the souls of the damned.

When these heretics betrayed the Emperor and abandoned their sworn brothers in exchange for the promise of immortality, little did they realize that the path to immortality would lead straight through a hell of mutation and madness. At that road’s end, the reward that awaits these blasphemers is transformation into demonhood and an eternity as slaves to Chaos.

Chaos Space Marine Infantry

Unlike the Space Marines, the Chaos Space Marine infantry does not vary by the armor they wear or their equipment. Instead, the various infantry units differ in their effects from the power of the Warp and includes beasts and daemons as well as humans.

Heretic



There are those who serve Chaos willingly, and those who are enslaved to it, a victim of their own base emotions. Heretics are these unfortunate souls, slaves to their hopes and desires.

Weapons

Heretics carry no weapons and have no attack capability.

Abilities

Build

Heretics are builder units and can construct all Chaos structures.

Repair

In addition to building, Heretics repair damaged Chaos structures up to their maximum number of Health.

Forced Labor

This ability, when activated, drives the Heretic to work harder, to his detriment. Click on the Forced Labor button in the command area to activate and deactivate this ability. While activated, the Heretic builds faster but takes damage.

Notes

Heretics are built at the Desecrated Stronghold. You need them to establish and maintain a base. You want more than one Heretic to construct your base. Use the Forced Labor ability. When you deactivate it before the Heretic dies, he slowly regains his health and you can complete a structure faster.

Cultist Squad



These wretched humans dedicate their lives to the powers of Chaos in their hope for power and glory. They die by the millions as cannon fodder and human shields sent at the forefront of Chaos's assault.

Weapons



Las pistol



Knife



Plasma Gun (Upgrade)



Grenade Launcher (Upgrade)

Abilities

Capture

Cultists can capture Strategic Locations. However, they take more time than other infantry types.

Infiltration (Upgrade)

Cultists use this ability to remain invisible to enemy units. However, after the Cultists attack, the ability is lost until it is reactivated out of the sight radius of enemy units and a short time after the Cultists' last attack.

Notes

Cultists are built at the Desecrated Stronghold. They begin with only five troops; however, they can use reinforcements to build up a squad to ten. With the addition of an Aspiring Champion, the squad cap is increased to 11 and a leader attached to the squad takes it up to 12. But don't waste leaders on Cultists. The key to using them is to consider them cheap and expendable. Send them to assault enemies while your Chaos Space Marines stay back and use ranged fire. As they fight, right-click on their reinforcement button to set an overwatch order so that they automatically replace their losses. Cultist Squads can carry up to three heavy weapons. The Grenade Launcher, while not accurate, is a good weapon for the Cultists because they are there to draw fire and die. However, when going against Space Marines, the Plasma Gun gives the Cultists a sting.

Chaos Space Marines



Once charged with Humanity's protection, the Chaos Space Marines have renounced their loyalty vows and allied themselves with the Chaos Gods. They put their selfish lust for power above all else.

Weapons



Bolter



Knife



Flamer (Upgrade)



Heavy Bolter
(Upgrade)



Plasma Gun
(Upgrade)



Missile Launcher
(Upgrade)

Abilities

Capture

Chaos Space Marines can capture Strategic Locations. However, they take more time than other types of infantry squads.

Frag Grenades (Upgrade)

After this wargear is researched at the Chaos Temple, Chaos Space Marines can use Frag Grenades against enemy infantry units. Not only does this weapon cause damage to all enemy units within its blast radius, it also knocks them down and stuns them momentarily, during which time they cannot fire at your troops. After using a Frag Grenade, the squad must wait for the ability to recharge before using it again.

Chapter 3: The Chaos Space Marines

Infiltration (Upgrade)

After this research is completed at the Armory, Chaos Space Marines can use this ability to become invisible to the enemy until they start shooting. While the squad can activate this ability with an Aspiring Champion, they cannot use it when a leader is attached to the squad.

Notes

Chaos Space Marines are built at the Chaos Temple and initially enter the battlefield with four marines. They can be increased to 10 through reinforcement, and also add an Aspiring Champion and another leader to bring the squad total up to a maximum of 12. Chaos Space Marines can be upgraded with two heavy weapons after the Armory is built. They can carry a maximum of four heavy weapons with research at the Armory. Chaos Space Marines, due to their lack of loyalty and training, have lower Morale than their Space Marine counterparts.

Raptors



Those Chaos Space Marines that escaped to the Eye of Terror with Jump Pack technology are a rare breed. Their battle cries echo across the battlefield as they drive their prey before them.

Weapons



Chainsword



Bolt Pistol



Flamer (Upgrade)



Plasma Gun
(Upgrade)

Abilities

Capture

Raptors can capture Strategic Locations. Their mobility allows them to get to some positions faster than other infantry.

Jump Packs

Raptors can jump over and across impassable terrain such as cliffs or other obstacles. The distance they can jump is limited, but enough to get where they need to go.

Frag Grenades (Upgrade)

After this wargear is researched at the Chaos Temple, Raptors can use Frag Grenades against enemy infantry units. Have Raptors throw a Frag Grenade at an enemy infantry unit before engaging it in close combat. After using a Frag Grenade, the squad must wait for the ability to recharge before using it again.

Speed Fiends (Upgrade)

Research this ability at the Chaos Temple. When activated, the Raptors' maximum speed is briefly increased. Use this to fly past enemies and reduce the amount of time your troops are exposed to enemy fire. This ability requires time to recharge after it is used.

Notes

Unlike Assault Marines, Raptors can be upgraded with up to three heavy weapons. They are primarily a close-combat unit. Therefore, set them to an Assault stance so they quickly close with the enemy and fight like they are meant to. Flamers are a good choice for upgrading because they demoralize the enemy as the Raptors move in for close combat. However, Plasma Guns give the Raptors more ranged firepower against armored infantry.

Raptors can move quickly across the battlefield. Use their Jump Packs to sneak around an enemy's unprotected flanks because impassible terrain is rarely guarded. After a quick attack, use their speed to get them away before they take too many casualties.

Raptors are built from the Chaos Temple and begin with four troops. This can be reinforced up to 10. An Aspiring Champion can also be built, bringing the maximum cap to 11. Other leaders cannot be assigned to Raptor Squads.

Horror Squad



There is no limit to the number of rapacious Warp entities eager to feast on the flesh and souls of the living. They have infinite different forms and equally infinite malice. Horrors are Warp-spawned daemons that can immolate enemy infantry with Daemonic Fire. These short-ranged, but resilient, units are summoned into battle to surprise the enemy. As summoned units, they are inherently unstable, so Morale damage will potentially banish them back to the Warp.

Weapons



Horror Claws



Daemonic Fire

Abilities

Summoned

Because the Horror is summoned from the Warp, it does not enter the battlefield straight from a structure. Instead, the Horrors can be summoned at any spot within sight radius of one of your units. If you can sneak some units behind enemy lines, you can summon Horrors to that spot.

Notes

Horrors are built at the Sacrificial Circle, though they are summoned right onto the battlefield. A Horror Squad consists of five Horrors. It cannot be increased nor reinforced as it takes casualties. Also, leaders cannot be attached to this unit. Horrors are most effective against enemy infantry. You can build several and hold them in the queue, then summon them all at once to overwhelm the enemy.

Possessed Chaos Space Marines



Motivated by either a deep devotion to their infernal masters or an unquenchable lust for power, some Chaos Space Marines allow themselves to be possessed by daemons, turning them into horrific, bestial mutations.

Chapter 3: The Chaos Space Marines

Weapons



Daemonic Talons



Daemonic Fire

Abilities

Capture

Possessed Chaos Space Marines can capture Strategic Locations.

Notes

Possessed Chaos Space Marines are good at close combat. In addition, they have upgrades (researched at the Sacrificial Circle) that increase their speed and the damage they cause in close combat. This unit is built at the Sacrificial Circle and comes with four troops. It can be increased to 10 through reinforcement. Though you can attach leaders to these squads, you cannot add Aspiring Champions.

Obliterators



Obliterators have contracted a contagion that sears their flesh to their armor. Marine and armor become one entity, growing through the centuries into hulking leviathans capable of changing their armor into whatever weapon they require. Ungodly tough and able to generate enormous amounts of firepower, they are also plodding and slow. Although too big to be easily transported, they can be teleported.

Weapons

Obliterators do not have set weapons. Their armor builds their weapons. They use Flamers, Power Fists, Autocannons, Heavy Bolters, Missile Launchers, Lascannons, and Plasma Guns as needed.

Abilities

Capture

Obliterators can capture Strategic Locations.

Deepstrike

Obliterators, once built, queue at the Daemon Pit. You can then teleport them anywhere onto the battlefield within the sight radius of one of your units.

Teleport (Upgrade)

Once researched at the Daemon Pit, Obliterators can teleport short distances around the battlefield, into locations within the sight radius of one of your units. Because they move so slowly, this is a good way to get Obliterators into battle.

Notes

Obliterators begin with only a single troop. However, you can reinforce these squads up to a maximum of four. You can attach leaders to these squads, but not Aspiring Champions. Obliterators work best in large groups. Select three or four groups of four, teleport them near the enemy, and watch the destruction they can wage.

Bloodthirster



Of all those who shed blood in the name of Khome, the Bloodthirster is the most terrifying, the most proficient, and the most savage. None, save the Primarchs of old, were its equal. This 30-foot-tall winged daemon exists to destroy the enemies of Chaos and takes damage whenever it is not in combat, eventually disappearing from our plane if its thirst for destruction cannot be satisfied.

Bloodthirster Weapons

While the Bloodthirster employs handheld weapons, it is the monster's presence that wreaks havoc. The Bloodthirster's attacks ignore armor, punching through even the most heavily armored of vehicles. It wields a massive axe that delivers large amounts of melee damage against infantry and vehicles.

Abilities

Possession

Unlike other units, the Bloodthirster must possess another unit in order to enter the battlefield. Once the creation is complete at the Greater Sacrifice Circle, select a Chaos Lord, Chaos Sorcerer, or an Aspiring Champion. They have a "Summon Bloodthirster" button in their orders area. Click on it and the Bloodthirster will replace the leader.

Notes

The Bloodthirster is a unique unit. Therefore, there can be only one on the battlefield at a time. Each time you summon this unit, it gets progressively more costly (it is not cheap to begin with). However, the amount of damage this unit can unleash is worth the cost.

Aspiring Champions



Drawn from the most experienced and capable warriors, Aspiring Champions have thousands of years of experience. They have ruled planets, led armies, and destroyed civilizations. They are the bane of all that live. The Aspiring Champion is the basic HQ unit and the cheapest way to increase a squad's cap. They are very effective at close combat and increase a squad's Morale.

Weapons



Chainsword



Bolt Pistol



Power Sword



Plasma Gun
(Upgrade)



Power Fist (Upgrade)

Weapons



Bloodthirster Axe



Chapter 3: The Chaos Space Marines

Abilities

Berserk Fury

When a squad is about to go into combat, or during a fight, the Aspiring Champion can boost both its attack damage and Morale with Berserk Fury. Click on this button to activate the ability. It must recharge before it can be reused.

Notes

Aspiring Champions are similar to the Space Marine Sergeant. They are not built from a structure. Instead, they are added to a squad via reinforcement. You must have a Desecrated Fortress to add Aspiring Champions for your squads. Their upgrades are researched at the Armory. Once the research is complete, all Aspiring Champions automatically receive the new, more powerful weapons.

Chaos Lord



Chaos Lords are the most powerful of the Chaos Space Marines. With the genetic advantage of a Space Marine, millennia of combat experience, and the blessings of the Dark Gods, few more dangerous entities exist. The Chaos Lord is a unique unit, so only one can be on the battlefield at a time.

Weapons



Power Sword



Bolt Pistol



Plasma Gun
(Upgrade)



Manreaper
(Upgrade)

Abilities

Symbol of Chaos (Upgrade)

This ability, once researched at the Sacrificial Circle, is always active. All infantry units near the Chaos Lord receive a bonus to inflicting damage.

Daemon Strength

The Chaos Lord is infused with daemonic energy, sending him into a berserk rage. This increases the damage he causes and takes from the enemy. This ability lasts a short amount of time and must be recharged before it can be used again.

Notes

Build Chaos Lords at the Chaos Temple. You can have only one Chaos Lord on the battlefield at a time. However, once a Chaos Lord is killed in battle, you can build another. Keep your Chaos Lord near the front of battle where he has the most influence on your troops. You can replace him if he is killed. Research the special abilities at the Sacrificial Circle structure.

Chaos Sorcerer



Commanding the very sources of Chaos, Sorcerers are terrifying individuals. They're powerful, intelligent, and in touch with the very essence of reality. Their dark powers can crush almost any enemy. The Chaos Sorcerer improves the Morale of any squad to which he is attached.

Weapons



Power Sword



Bolt Pistol



Plasma Pistol
(Upgrade)



Bedlam Staff
(Upgrade)

Abilities

Doombolt

This is the Chaos Lord's special attack. Target an enemy to unleash a damaging bolt of psychic energy. This ability must recharge before it can be used again.

Chains of Torment (Upgrade)

To use this ability, target a location and daemonic chains spring up from the ground, rooting enemies to the spot for several seconds. This ability also damages the target and can be used only against infantry. This ability must recharge before it can be used again.

Corruption (Upgrade)

When you target a location on the ground with this ability, chaotic energy corrupts it for a short time. Any units, including your own, take damage from this energy. Daemons are immune to its effects. This ability must recharge before it can be used again.

Notes

The Chaos Sorcerer is a unique unit, so there can be only one on the battlefield at a time. Keep him at the front where he can use his special abilities and close-combat skills to damage the enemy.

Chaos Space Marine Vehicles

Chaos Space Marines have fewer vehicles than the other races. They use daemons for some of their heavy units. However, a good Chaos army includes several vehicles. All vehicles can be built at the Machine Pit.

Chaos Rhino



The Chaos Rhino is an infantry transport used to transport Chaos Space Marines to the front lines. It can carry all types of infantry squads except for Obliterators.

Chapter 3: The Chaos Space Marines

Weapons

The Rhino carries no weapons. However, it does have armor for protection against enemy attack.

Abilities

Smoke Launcher

After being researched at the Machine Pit, Rhinos are equipped with this wargear, which launches smoke grenades. Any unit within the effect radius of the smoke grenades takes less damage from ranged weaponry. The Smoke Launcher ability must recharge after each use.

Notes

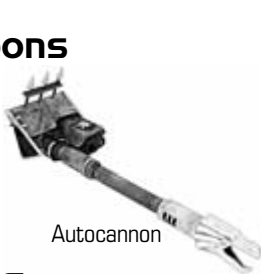
The Rhino is often overlooked due to its lack of armament. However, it can be quite effective, especially if you do not have other vehicles available. Its ability to transport infantry squads allows you to move your squads through dangerous areas and negative terrain, then unload your troops at a more advantageous position.

Chaos Predator



The Predators of the Chaos Legions are a legacy of pre-Heresy times. These ancient, once proud vehicles are now mockeries of their former selves, adorned with heretical symbols to the Dark Gods.

Weapons



Autocannon



Heavy Bolters x 2



Twin-Linked Lascannons
(Upgrade)



Lascannon
(Upgrade x 2)

Notes

The Chaos Predator is a customizable tank. While it's initially effective against infantry and light vehicles, its upgrades make it a vehicle killer. Upgrade with both Lascannons on the flanks to make it more effective at engaging other vehicles while keeping the Autocannon for its explosive rounds; they are great for dealing with groups of infantry.

Defiler



The Defiler was fashioned at the command of Abaddon the Despoiler. It's a six-legged mechanized monster, part daemon, part machine. Shrouded in noxious fumes, it lays waste to the ground it crosses.

Weapons



Close Combat Weapons



Heavy Flamer



Battlecannon



Assault Cannon

Abilities

Blind Firing (Attack Ground)

The Defiler can attack areas outside of your unit's sight radius. Bombardments of this type are less accurate than if spotted by friendly units, but this is a good way to pound an enemy base without having to get your troops in close. This is a good tactic for covering a narrow pass through which the enemy must move.

Notes

The Defiler is like a combination between a Dreadnought and a Whirlwind. It has good close-combat abilities as well as a long-range bombardment capability. A few Defilers (with a unit spotting for them) can pound an enemy base, taking out defensive Turrets and clearing the way for your troops to take over.

Chaos Space Marine Weapons

Ranged Weapons

Battlecannon

The Battlecannon fires a large ordnance blast dealing massive damage to its target. Its long range makes it an excellent tool for breaking defensive lines.

Bolters

The Bolter is the standard Space Marine weapon. It fires semiautomatic self-propelled explosive rounds and is effective against lightly armored infantry units. The Bolt Pistol is a smaller version of the Bolter; it has a shorter range and causes less damage. The Storm Bolter, on the other hand, is a double-barreled Bolt Pistol that causes more damage than a standard Bolter, but at a shorter range.

Daemonic Fire

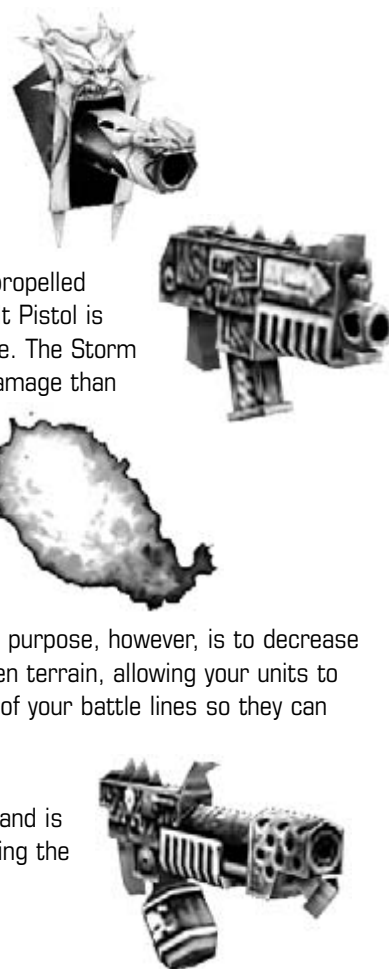
Horrors use Daemonic Fire to immolate their foes. While damage is low, the Horror can use this weapon on the move and throw fire at a high rate. Possessed Space Marines can be upgraded to use this weapon.

Flamer

This short-range handheld flamethrower dishes out moderate damage. Its real purpose, however, is to decrease a target unit's Morale. Flamers are great for getting enemies to move into open terrain, allowing your units to cause more damage to the target. Position a squad with Flamers at the front of your battle lines so they can demoralize the enemy.

Heavy Flamer

This short-range, flamethrower has more firepower than the standard Flamer and is mounted on the Defiler. Use this upgrade to decrease a target's Morale, allowing the Defiler to move in and eliminate the enemy.



Chapter 3: The Chaos Space Marines

Frag Grenades

Frag Grenades are available to some infantry squads. These small explosives can be thrown for a short distance at enemy squads. To use Frag Grenades, click on the button in the unit orders and then click on an enemy unit. A range circle appears, showing you how far the squad can throw the grenade. If you select a target outside of the circle, your squad closes with the enemy and then throws the grenade once the target is in range. This weapon damages all enemy units within its blast radius—and knocks them down, stunning them momentarily, during which time they cannot fire at your troops. After using a Frag Grenade, the squad must wait for the ability to recharge before using it again.

Heavy Bolter

This larger version of the Bolter has an automatic rate of fire. The Heavy Bolter fires more damaging rounds at longer ranges. However, because it is such a large weapon, it cannot be fired while moving. A marine carrying one of these weapons must set up the weapon after his squad stops moving. Heavy Bolters can chew up enemy infantry units. Order your squads with this weapon to maintain a Stand Ground stance, as these weapons cannot fire while the squad is pursuing the enemy.



Lascannons

The Lascannon is the Chaos Space Marines' most powerful, non-ordnance ranged weapon. It fires a concentrated beam of energy that can easily punch through armor. This weapon is most effective against vehicles.



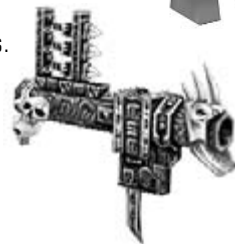
Laspistol

This extremely weak weapon is carried by Cultists. In fact, the Cultists could probably cause more damage by throwing these pistols at the enemy.



Missile Launcher

The Missile Launcher fires high-impact, armor-piercing, explosive missiles. It has the longest range of the Chaos Space Marine weapons and is the most effective weapon for taking out structures and vehicles. The Missile Launcher is also effective against infantry. Because this is a large weapon, it cannot be fired while moving. Instead, it requires some time to set up once the squad halts. A squad with four Missile Launchers can cause serious damage to an enemy base.



Plasma Gun

The Plasma Gun uses magnetic fields to project superheated streams of plasma so hot that they melt most armor like butter. This is a good choice for squads facing enemy infantry with armor. Because of its small size, it can be fired while on the move.



Plasma Pistol

The Plasma Pistol is a small version of the Plasma Gun with a shorter range, and causes less damage.



Close Combat Weapons

Bedlam Staff

The Bedlam Staff is a daemon weapon that clouds a target's mind. This temporarily stuns the target.

Bloodthirster Axe

While the Bloodthirster employs handheld weapons, it is the monster's presence that wreaks havoc. The Bloodthirster's attacks ignore armor, punching through even the most heavily armored vehicles. It wields a massive axe that delivers large amounts of melee damage on infantry and vehicles.

Chainsword

The Chainsword is a long sword-like weapon with jagged motorized teeth that cut through enemy units with ease.

Close Combat Weapons

The Defiler has two powerful hydraulic claws surrounded by energy fields. They are effective at dismantling anything to which they can get close. They are especially useful against structures.

Daemonic Talons

Possessed Chaos Space Marines grow long Daemonic Talons they use to rip their enemies to shreds. While these attacks do not penetrate armor, occasionally they can wedge their long claws into weak joints, allowing them to rip apart their target.

Horror Claws

The Horror uses its claws to attack enemy units. While the Horror is daemonically strong, it is unskilled at close combat, thus ineffective for assaulting the enemy.

Knife

This is the standard close-combat weapon for Chaos Space Marines. While it does not cause as much damage as other close-combat weapons, it does let these units fight up close and personal.

Manreaper

A powerful daemonic weapon, the Manreaper is a two-handed scythe that allows the Chaos Lord to eviscerate multiple opponents with the long sweep of its blade. Its daemonic touch saps the will of the targeted unit, doing massive Morale damage to everyone within the squad.

Power Fists

Power Fists are hydraulically assisted hand weapons that use arcane energy fields. Capable of cutting through armor, the Power Fist greatly increases a leader's close-combat abilities.



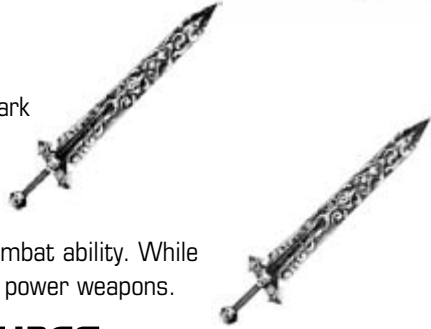
Chapter 3: The Chaos Space Marines

Power Sword

Similar to the standard Sword, the Power Sword is infused with dark technology that allows it to easily cut through armored infantry. However, it is not very effective against vehicles.

Sword

This standard bladed weapon gives Sergeants good initial close-combat ability. While causing more damage than a Knife, the Sword is not as deadly as power weapons.



Chaos Space Marine Structures

The Chaos structures are a combination of corrupted Space Marine structures and unique structures. Rather than using an orbital fleet for sending all new units, Chaos Space Marines also use the Warp to summon units.

Desecrated Stronghold



This is the Chaos Space Marines' headquarters structure. Not only does this structure produce basic units, but it is also necessary to construct other structures and is the basis for a base. As a control structure, the Desecrated Stronghold exerts a zone of control into which structures must be built.

Production

The Desecrated Stronghold produces the first units needed to start a mission or battle. You must build Heretics to begin establishing your base. In addition, Cultist Squads provide cheap protection and allow you to take control of Strategic Locations until you can produce more effective and powerful units.

Upgrades

The Desecrated Stronghold can be upgraded twice. Once you have enough resources, upgrade to the Desecrated Fortress. Upgrade to the Unholy Monastery. While these upgrades do not add any new features at the headquarters, they allow you to produce new units and structures.

Research

Infantry Deployment Increase

This improves your command infrastructure and increases your squad cap. You can increase the number of squads allowed on the battlefield at one time up to a maximum determined in the mission.

Vehicle Support Increase

This increases your vehicle cap, allowing you to produce vehicle units. Because you begin with a zero cap, you must finish this research before you can build new vehicles. This research can be repeated up to the mission maximum.

Notes

The Desecrated Stronghold is your most important structure. If the enemy destroys it, you are in trouble. You can have more than one Stronghold, so build a second base where new units can go into battle.

While it can be expensive, upgrade your Desecrated Stronghold as quickly as possible. Each upgrade allows you to produce more advanced and powerful units. Chaos basic units are less powerful than their Space Marine counterparts, so the quicker you can get the powerful units, the better.

Chaos Temple



This structure allows you to produce standard Chaos Space Marine infantry units. Consisting of a corrupted Chapel-Barracks, this structure is where Chaos Space Marines train and commune with the power of the Warp.

Production

The Chaos Temple is where most of your infantry squads are produced. Here you can build Chaos Space Marine Squads, Raptors, and Chaos Lords.

Research

Frag Grenades

Complete this research to arm your infantry squads with Frag Grenades you can use against enemy infantry.

Jump Pack Boosters (Speed Fiend Research)

This research allows all of your Raptors to use the Speed Fiend ability. As a result, Raptors can increase their speed for a limited amount of time.

Notes

After the Desecrated Stronghold, the Chaos Temple is the next structure you need to build. You need at least one or two Chaos Space Marine Squads to secure your base from enemy attack while it is under construction.

Armory



The Armory is another important structure. Its purpose is to research new technology for your squads to use on the battlefield. The Armory is also required to upgrade your squads with heavy weapons.

Research

Devastator Weapon Upgrade (Heavy Weapon Research I)

This increases the number of heavy weapons Chaos Space Marine Squads can carry from two to four.

Infiltration Skill

This research allows your Cultists and Chaos Space Marines to use the Infiltration ability. With it, they can move about the battlefield, invisible to enemy units—until they begin attacking.

Target Finders (Marine Accuracy Research I)

This research equips all Chaos Space Marine Squads with Target Finder wargear. This improves the accuracy of all ranged weapons for Chaos Space Marine Squads. It is the first of two possible upgrades of this type.

Enhanced Target Finders (Marine Accuracy Research 2)

The accuracy of ranged weapons is further increased for all Space Marine Squads as a result of this research. It is the second of two possible upgrades of this type.

Furious Charge

With this research, Cultists, Chaos Space Marines, and Possessed Chaos Space Marines charge into close combat with increased speed as they enter melee.

Chapter 3: The Chaos Space Marines

Power Sword (Aspiring Champion Melee Upgrade 1)

This research equips all Aspiring Champions with Power Swords, which are excellent for close combat. This is the first of two possible upgrades.

Power Fist (Aspiring Champion Melee Upgrade 2)

This research replaces Aspiring Champions' Power Swords with Power Fists, increasing the damage they can cause during close combat. This weapon is effective against all types of units including vehicles and structures. It is the second of two possible upgrades.

Plasma Pistols (Commander Plasma Upgrade)

Once this research is completed, Chaos Lords, Chaos Sorcerers, and Aspiring Champions are equipped with Plasma Pistols as their ranged weapon.

Notes

While the Armory does not produce any units, it is extremely important and should be constructed soon after the Chaos Temple. By completing all of the upgrades here, you make your squads and leaders much more effective in combat.

Listening Post



Listening Posts can be placed on Strategic Points and Relics. They solidify your hold on these Strategic Locations and increase the production rate of requisition points. The Listening Post is a control structure, allowing you to build other structures nearby.

Upgrades

The Listening Post can be upgraded to a Fortified Position and then on to a Heavily Fortified Position. Not only do these increase the production rate of requisition points, they also increase the structure's Health. The Fortified Position adds a Turret weapon, which is then upgraded to a more powerful Turret weapon in the Heavily Fortified Position. By upgrading your Listening Posts, you can use them to help defend your base and themselves.

Research

Escalate Engagement (Build Increase Research 1)

This increases the rate at which you receive requisition points from Strategic Locations. It applies to all Strategic Locations, not only the one where the research is performed. It is the first of two possible upgrades.

Full Scale War (Build Increase Research 2)

This further increases the rate at which you receive requisition points from Strategic Locations. It is the second of two possible upgrades.

Notes

Listening Posts are a vital part of the game. Have a Heretic follow your troops to construct Listening Posts for each captured location and build defensive structures to help protect them.

Plasma Generator



Plasma Generators are used to generate the power resource. When these structures are destroyed, the resulting explosion damages anything nearby.

Research

Strengthen Power Grid (Power Increase Research 1)

This research provides a global increase to power resource production rates. Each of the generators produces more power. It is the first of two possible upgrades.

Plasma Battery Storage (Power Increase Research 2)

This further increases the amount of power produced at each generator. It is the second of two possible upgrades.

Notes

Plasma Generators are an important part of your base. While your power requirements are low to begin with, more advanced units and structures require a lot of power to be built. Build the maximum number of Plasma Generators early in the game. Even if you don't need that much power right away, stockpile for when you do need it.

Thermo-Plasma Generator



This structure produces power at a higher rate than Plasma Generators. However, they can be built only on top of Slag Deposits. Slag deposits aren't on all maps or in all missions.

Notes

You don't have many opportunities to build Thermo-Plasma Generators. However, whenever you find a Slag Deposit, send a Heretic to build one. Construct defensive structures around it to protect it.

Machine Pit



Build all types of vehicles at the Machine Pit.

Production

At the Machine Pit, you can produce Chaos Rhinos, Chaos Predators, and Defilers.

Research

Smoke Launchers

After completing this research, all of your Chaos Rhinos are equipped with Smoke Launchers, which allow them to fire smoke grenades.

Notes

Build one of these structures when you can, because your enemy will build one, as well. If your base is at a distance from the front lines, assign a rally point for the Machine Pit closer to your troops.

Sacrificial Circle



This is a pestilent pit of despair where reality and the Warp co-mingle. It acts as a focal point for daemonic and sorcery-based abilities.

Chapter 3: The Chaos Space Marines

Production

Horror Squads, Possessed Chaos Space Marines, and Chaos Sorcerers are all built at the Sacrificial Circle.

Research

Daemonic Fire

After you research it, this allows all Possessed Chaos Space Marines to use Daemonic Fire, a ranged attack effective against infantry.

Daemonic Speed

This research increases the movement speed of all Possessed Chaos Space Marines.

Demonic Mutation

As a result of this research, close combat damage caused by all Possessed Chaos Space Marines increases.

Daemonic Talons

This research increases the armor penetration of all Possessed Chaos Space Marines during close combat.

Personal Force Field (Commander Health Level 1)

Once this research is complete, the Chaos Lord and Chaos Sorcerer are both equipped with Personal Force Field wargear. This increases their maximum health. It is the first of two possible upgrades.

Advanced Personal Force Field (Commander Health Level 2)

This research further increases Chaos Lord and Chaos Sorcerer's maximum health.

Touch of the Warp (Chaos Lord Ability Level 1)

This research allows the Chaos Lord to use the Symbol of Chaos ability. It is always active and provides infantry units near the Chaos Lord with a bonus to the damage they cause.

Power of Chaos (Chaos Lord Ability Level 2)

The Chaos Lord can use the Daemon Strength ability. This increases the amount of damage the Chaos Lord inflicts, but also increases the amount of damage he takes.

Icon of Pain (Chaos Sorcerer Ability Level 1)

This allows the Chaos Sorcerer to use the Chains of Torment ability, which immobilizes targeted infantry and damages them over time.

Plague Rune (Chaos Sorcerer Ability Level 2)

The Chaos Sorcerer can use the Corruption ability, which temporarily taints an area, dealing damage to any units passing through it, including yours.

Notes

The Sacrificial Circle is another important structure for Chaos Space Marines. Here they can access the power of the Warp and build powerful infantry and abilities to use against their enemies.

Daemon Pit



The Daemon Pit is larger than the Sacrificial Circle and allows you to build the most powerful units in the Chaos army. You must control a Relic before you can build this structure.

Production

The Daemon Pit produces Obliterators and the Bloodthirster. However, these units do not march out of the structure when they are completed. You deploy Obliterators onto the battlefield using the Deepstrike ability. The Bloodthirster must be summoned using a Chaos Lord, Chaos Sorcerer, or Aspiring Champion. The leader dies as a sacrifice and is replaced by the all-powerful Bloodthirster.

Research

Personal Teleporter

This research equips Obliterators with the Personal Teleporter wargear. As a result, they can teleport over short distances, even over impassible terrain.

Notes

The Daemon Pit is the ultimate Chaos structure. With it, you can produce the most powerful units. Because of this, it is a good idea to upgrade your Desecrated Stronghold all the way to an Unholy Monastery and find a Relic if one is available. The sooner you can access these powerful units, the sooner victory will be yours.

Heavy Bolter Turret



This emplaced Turret is equipped with twin-linked Heavy Bolters, which are effective against enemy infantry.

Upgrades

You can upgrade this structure to a Missile Turret. As a result, the Heavy Bolters are replaced by twin-linked Missile Launchers. This makes this structure effective against enemy vehicles.

Notes

If your base is under threat of attack, build Turrets. Position them near your base's access points to engage the enemy before your base is attacked. Upgrade to the Missile Turret if the enemy uses vehicles to attack your base. It's an effective defense until you build more powerful units to fight enemy vehicles.

Minefield



A Minefield provides the first level of defense against approaching enemies. Plant them around your base to destroy attacking enemy units. Minefields cannot be seen by most enemy units. However, once detected, they can be attacked and destroyed. When most of the mines have been triggered, the Minefield is destroyed.

Notes

Minefields are a good way to defend your base, especially if you have some narrow access points. You do not need to build Minefields within a control zone. You can build them anywhere on the map. Enemies will not expect them away from your base, so Minefields in the middle of a map can be a surprise.



Chapter 4

The Eldar

“What do humans know of our pain? We have sung songs of lament since before your ancestors crawled on their bellies from the sea.”

—Farseer Eldrad Ulthran

An ancient race with unrivaled psychic powers, the Eldar once ruled a vast empire. Although the time of their absolute supremacy has passed, they remain a strong and powerful force that must be reckoned with.

The Eldar live aboard giant spacecraft known as Craftworlds that travel through the Galaxy via an intricate system of gates and tunnels that run through Warp space and allow them to cross great spans of space in moments.

Tall in stature with slender physiques, these nomads of the Galaxy are not frail. In fact, this mysterious race can field a formidable army with specialist squads that make effective use of the advanced Eldar technology as well as their unsurpassed psychic abilities.

Eldar Infantry

Unlike the Space Marines and Chaos Space Marines, Eldar infantry is more specialized. Rather than being able to customize the same squad for different roles, the Eldar instead prefer to train and equip squads for a specific role. As such, Eldar infantry cannot upgrade to heavy weapons.

Eldar Squads can have squad leaders known as Exarchs. These are Eldar of the same type who are more experienced in battle and may have more powerful weapons and abilities.

Bonesinger



Bonesingers use their music to form the wraithbone that composes all Eldar structures and technology. It is a resilient substance, and its manipulation is an art form that takes centuries to master.

Weapons

Bonesingers carry no weapons and have no attack capability.

Abilities

Build

Bonesingers are a builder unit and can construct Eldar structures.

Repair

In addition to building, Bonesingers can be ordered to repair damaged Space Marine structures up to their maximum number of Health.

Wraithtomb

After researching this ability at the Webway Assembly, the Bonesinger can encase an enemy structure in a cage of wraithbone that prevents it from operating normally for short periods of time. A structure under the effects of Wraithtomb is unable to perform any actions, like building units or performing research. However, this does not prevent defensive structures such as Turrets or upgraded Listening Posts from firing at your troops.

Notes

Bonesingers are built at the Webway Assembly. They are necessary for establishing and maintaining a base. For most missions, you want two or more Bonesingers so you can construct more than one structure at a time. Send a few at the start of a skirmish along with some Guardians to use Wraithtomb against enemy structures that produce combat units.

Guardians



In times of war, every Eldar answers the call. Fast and well-equipped, Guardians form the backbone of the Eldar force. The squad leader for the Guardians is known as a Warlock.

Weapons



Shuriken Catapult



Knife

Abilities

Capture

Guardians can capture Strategic Locations. However, they take more time than other types of infantry squads.

Fleet of Foot

Eldar are graceful and sure of foot. When this ability is activated, the unit moves faster. However, their weapon accuracy decreases. Unlike other abilities, this one remains active until you deactivate it by clicking on the ability button. There is no recharge time.

Plasma Grenades (Upgrade)

After this wargear is researched, Guardians can use Plasma Grenades against enemy infantry units. They function similarly to a Frag Grenade. After using a Plasma Grenade, the squad must wait for the ability to recharge before using it again.

Notes

Guardians can be built at the Webway Assembly and initially enter the battlefield with four troops. They can increase to nine through reinforcement and also add an Exarch and another leader to bring the squad total up to a maximum of 11.

While not powerful individually, Guardians are effective in large numbers. Three or four squads easily overwhelm enemy units, especially if you set the reinforcement order to overwatch.

Ranger Squad



Rangers are effective scouts and specialist killers. They sneak behind enemy lines and attack from long range, taking out enemy units before they know the Rangers are in the area.

Weapons



Ranger Long Rifle



Knife

Abilities

Capture

Rangers can capture and take control of Strategic Locations.

Fleet of Foot

When this ability is activated, the unit moves faster. However, their weapon accuracy decreases. Unlike other abilities, this one remains active until you deactivate it by clicking on the ability button. There is no recharge time.

Cameleoline Cloak

With this ability, Rangers have the Infiltration ability so they can move about, invisible to most enemies. As such, they can sneak into enemy bases and attack rear area units or spot for other long-range units.

Notes

Rangers are like most Scouts. However, instead of only one or two Scouts armed with Sniper Rifles, all Rangers carry the Ranger Long Rifle. Ranger Squads initially have three Rangers. However, this can be increased up to eight through reinforcement. Rangers are built at the Aspect Portal.

Howling Banshee Squad



Graceful, quick, and skilled, the Howling Banshees use their power weapons to carve through enemy armor, and their piercing Banshee Cry to break enemy Morale.

Weapons



Power Sword



Shuriken Pistol



Executioner
(Exarch Upgrade)

Abilities

Capture

Howling Banshee Squads can capture Strategic Locations.

Fleet of Foot

When this ability is activated, the unit moves faster. However, their weapon accuracy decreases. Unlike other abilities, this one remains active until you deactivate it by clicking on the ability button.

War Shout (Exarch Upgrade)

The Call of War is the Banshee Exarch's lament for her kinsmen lost in battle. It focuses her anguish, grief, and fury to an edge as sharp as her blades. This shout causes massive Morale damage to all nearby enemy units.

Notes

Howling Banshees are excellent close-combat fighters. Order them to get in close with the enemy, then give the War Shout to reduce the enemies' Morale and break them. Howling Banshees are built at the Aspect Portal. They begin in squads of four, but can increase to nine through reinforcements. An Exarch adds an additional Banshee to the squad for a total of 10.

Dark Reaper Squad



The Dark Reapers represent the war god in his role as destroyer. They are vicious long-range combatants—accurate and deadly.

Weapons



Reaper Launcher



Eldar Missile Launcher (Exarch)



Shuriken Cannon
(Exarch Upgrade)

Abilities

Capture

Dark Reapers can capture Strategic Locations.

Fleet of Foot

When this ability is activated, the unit moves faster. However, their weapon accuracy decreases. Unlike other abilities, this one remains active until you deactivate it by clicking on the ability button.

Notes

The Dark Reapers are one of your best units for dealing with Space Marine Squads. Their Reaper Launchers eat through the Space Marines' armor like a hot knife through butter. However, because they have a set-up time, position them, then use other squads to lure the enemy into range. Dark Reapers have little close-combat ability, so keep them at a distance from the enemy. Use a Warlock from a nearby squad to cast Entanglement on enemies to keep them from closing with the Dark Reapers. The Dark Reapers are built at the Aspect Portal. They begin with three, but can add two more through reinforcements plus an Exarch for a total of six.

Warp Spiders



Warp Spiders are named after the tiny creatures that roam the Craftworld's infinity matrix, purging it of non-Eldar psychic presences. They epitomize the aggressive nature of these creatures.

Weapons



Death Spinners



Dual Death Spinners
(Exarch Upgrade)

Abilities

Capture

Warp Spiders can capture Strategic Locations. Their ability to Warp Jump allows them to go after these positions behind enemy lines.

Fleet of Foot

When this ability is activated, the unit moves faster. However, their weapon accuracy decreases. Unlike other abilities, this one remains active until you deactivate it by clicking on the ability button.

Warp Jump

This is similar to Teleport in that Warp Spiders can jump around the map, even across impassible terrain. Because they can do this quicker than Terminators or Obliterators, Warp Spiders can get across the map with a series of small jumps.

Haywire Bombs

Haywire Bombs give Warp Spiders an effective attack against vehicles. They can also be used against structures. Haywire Bombs must be thrown from short range and are not effective against infantry.

Notes

Warp Spider squads are built at the Aspect Portal. They begin with four Warp Spiders and can be reinforced up to eight, with the Warp Spider Exarch making nine. Use Warp Spiders to rush in and attack vehicles or for penetrating raids behind enemy lines. Their Death Spinners are weak against Space Marine armor, so stick to lightly or unarmored infantry. Warp Spiders are poor at close combat, so if the enemy gets in close, Warp Jump away from them, on the other side of impassible terrain.

Warlock



The path of the psyker is long and filled with danger, but invaluable to the continued existence of the Eldar. Those who succeed become Warlocks, able to wield humbling psychic power and scry the future. The Warlock is the leader for Guardian Squads and is built from the Guardian upgrades.

Weapons



Shuriken Pistol



Sword



Power Sword
(Upgrade)



Witchblade (Upgrade)

Abilities

Conceal

This ability causes the Warlock's squad to take less damage from ranged attacks. Once researched, it is always active.

Embolden

The Warlock can fill the members of his squad with unquenchable courage in the face of danger. This can restore lost Morale or overcharge the squad's Morale. When activated, the Warlock's squad's Morale is temporarily boosted. This ability must recharge before it can be used again.

Entanglement

The Warlock can erect a small jungle of wraithbone to slow down attackers. This prevents targeted enemies from moving for a short period of time. This ability must recharge before it can be used again.

Notes

While Guardians are not the most powerful squads the Eldar have available, the addition of a Warlock to each of these squads makes them worthwhile—especially if the Warlock has all of the upgrades and abilities.

Farseer



Through these dark times, the Farseers lead the people. Powerful psychic units who can see the future, they steer the course of events so the Eldar race may be preserved for as long as possible. Few can stand before the might of their unequaled minds. The Farseer is the primary psyker unit for the Eldar.

Weapons



Shuriken Pistol



Witchblade
(Upgrade)

Abilities

Fleet of Foot

When this ability is activated, the unit moves faster. However, its weapon accuracy decreases. Unlike other abilities, this one remains active until you deactivate it by clicking on the ability button.

Fortune

This ability, once researched, increases the armor of friendly units near the Farseer. This ability is always on.

Psychic Storm

This builds an enormously powerful sphere of crackling electrical energy that hurls enemies aside with its ferocity. In addition to damaging those subjected to it, the storm also causes severe Morale damage. This storm is only effective against infantry.

Guide

When this ability is used, the Farseer's prophetic powers warn him of enemy movement. This information is passed to a squad, increasing their weapon accuracy for a short period. Select this ability, then click on a friendly squad to improve their ranged-fire accuracy.

Mind War

The Farseer reaches out to attack the mind of an enemy unit. This attack always does some damage, but it has a random chance of destroying the target. This only affects infantry units.

Eldritch Storm

This is the more powerful upgrade of the Psychic Storm. It does damage over time and hurts vehicles and structures as well as infantry.

Notes

The Farseer is a unique unit, so only one can be on the battlefield at a time. However, because you can replace the Farseer at the Aspect Portal, use it at the front of your troops, attached to a squad of Guardians. The Farseer's abilities can have a great impact on a fight.

Seer Council



Most commonly seen in the Ulthwe Craftworld, it is not unknown for other Eldar groups to form a Seer Council in times of need to act as a guiding psychic force on the battlefield. This unit is a squad of Warlocks.

Weapons



Shuriken Pistol



Power Sword



Witchblade (Upgrade)

Abilities

The Seer Council has the abilities of its individual Warlocks. See the abilities of the Warlock previously in this section.

Notes

The Seer Council is a great unit, built at the Webway Assembly. It begins with three Warlocks, but can increase to a cap of fifteen through reinforcements. You must individually upgrade each Warlock in the squad with a Witchblade. Use an overwatch order by right-clicking on the Witchblade upgrade button so all are automatically upgraded over time. This unit is best used in close combat, using its abilities. The Seer Council is a unique unit, so there can be only one squad of this type on the battlefield at a time.

Avatar of Khaine



When the Great Enemy was born into the universe, the Eldar war god Kaela Mensha Khaine fought her, but was defeated. The Avatars of the Bloody-handed God were found where Khaine's fragments came to rest.

Weapons



The Wailing Doom

Notes

The Avatar is a unique unit, so only one can be on the battlefield at a time. It is built at the Aspect Portal. The Avatar can absorb lots of damage and keep going. In fact, after you build one of these units, send it into the enemy base and let it wreak its destruction. Send in other units to support it, especially Warlocks and a Farseer who can cause additional damage. The Avatar has only close-combat attacks, so set it to the Assault and Attack stances so it will close with the enemy and destroy.

Eldar Vehicles

Because most Eldar infantry is lightly armed and armored, it relies on vehicles for its heavy firepower for engaging enemy vehicles and structures. Eldar vehicles are produced at either the Support Portal or the Webway Gate. To produce the Vyper, Wraithlord, and Fire Prism vehicles, you must research Aspect Stones at the Support Portal.

Grav Platforms



These mobile heavy weapon platforms accompany infantry into battle. Grav Platforms come in two different types, based on their weapon.

Weapons



Shuriken Cannon



Brightlance

Abilities

Gravatic Boosters

This is similar to the Eldar infantry's Fleet of Foot ability. When activated, it increases the Grav Platform's speed while decreasing its accuracy.

Notes

Grav Platforms may not seem useful in the beginning. However, after you realize that you can attach them to squads, like you can a leader, they become more useful. If your squad is facing infantry, attach Shuriken Grav Platforms. Attach Brightlance Grav Platforms if the enemy is using vehicles.

Falcon Grav Tank



This is an ultra-fast transport vehicle designed to bring Eldar warriors to or from battle while providing strong fire support on the way.

Weapons



Twin-Linked Shuriken Catapults



Starcannon (Upgrade)

Abilities

Jump

The Falcon Grav Tank can Jump across impassible terrain for short distances, allowing it to bypass narrow passages where the enemy may be waiting in ambush. Because of this, you can use the Falcon Grav Tank to get infantry to places they normally could not go.

Notes

Unlike the Rhino transports of the Space Marines and Chaos Space Marines, the Eldar transport is armed. Don't waste your time with the twin-linked Shuriken Catapults. Upgrade to the Starcannon. The Falcon Grav Tank is great for raids. Load it up with a squad, Jump into the enemy's rear area, and attack. When your squad takes too many casualties, load it and Jump to safety.

Vyper



Vypers are mobile weapons platforms, capable of laying down a withering hail of fire, even at high speeds.

Weapons



Shuriken Cannon



Eldar Missile Launcher (Upgrade)

Abilities

Jump

The Vyper can Jump over impassible terrain. This allows the Vyper to get to any spot on the battlefield and avoid enemy concentrations and defenses.

Notes

The Vyper is a good support vehicle. It is lightly armored and easily destroyed if allowed to come under concentrated enemy fire. Use it to add firepower to your infantry squads. Use three or four Vypers to Jump behind enemy lines and take out Plasma Generators or other weakly defended structures. Upgrade to the Eldar Missile Launcher so you can deal with enemy vehicles and engage enemies at longer ranges.

Wraithlord



Towering over its foes, the Wraithlord is controlled by the essence of one of the Craftworld's mightiest warriors. Only the most worthy are installed into its armored shell. The Wraithlord is more resilient than the Dreadnought or Killer Kan and suffers no penalty for moving and firing.

Weapons



Close Combat Weapons



Heavy Flamers



Starcannon



Brightlance (Upgrade)

Notes

The Wraithlord is the most powerful walker vehicle in the game. In its initial version, it packs a lot of firepower at range and in close combat. Sending one or two of these with some squads can hurt enemy infantry. However, if you are facing vehicles, upgrade to the Brightlance. The only downside is that this weapon has a slow rate of fire.

Fire Prism



This dedicated firing platform uses the most advanced forms of laser technology ever seen. Its powerful Prism Cannon can blast apart armored vehicles and cut through swaths of enemies. More lightly armored than Space Marine tanks, the Fire Prism is faster and more maneuverable.

Weapons



Prism Cannon

Abilities

Jump

The Fire Prism can Jump over impassible terrain. This allows it to get to any spot on the battlefield and avoid enemy concentrations and defenses.

Notes

Like many of the Eldar vehicles, speed and firepower take precedence over armor. Therefore, closely monitor this tank in battle. Don't let it slug it out against enemy vehicles. Instead, after each shot, use the Jump ability to either leave the enemy's range or to fly over the enemy and force the enemy to traverse in order to continue shooting. While the Fire Prism is moving, its Prism Cannon can be recharging for another shot. If you field more than one Fire Prism during a fight, order all of them to attack the same target so it is destroyed, then shift fire to another target.

Eldar Weapons

Ranged Weapons

Brightlance

The Brightlance uses a focused laser energy beam to break the heavy armor of the toughest of enemy tanks. It is typically mounted on Eldar vehicles. Its low rate of fire makes it less effective against troops; however, it can punch through the strongest infantry armor.

D-Cannon

The D-Cannon opens a Warp Hole onto the battlefield that wreaks havoc on all enemies nearby. It is most effective against vehicles, but also causes heavy Morale damage to infantry.

Death Spinners

Death Spinners fire a cloud or net of monofilament wire that slices through anything it contacts, inflicting high damage. However, these are ineffective at cutting through most heavily armored troops or armored vehicles.

Eldar Missile Launcher

This weapon fires self-propelled grenade-like projectiles. With a long range, this weapon is effective against infantry, vehicles, and structures, and also reduces the Morale of enemy infantry.

Haywire Bombs

An ability for Warp Spiders, Haywire Bombs use a magnetic pulse to short out electrical systems in the target vehicle. They can also be used against structures. Haywire Bombs must be thrown from short range and are not effective against infantry.

Heavy Flamers

Attached to each of the Wraithlord's arms, below a claw, the Heavy Flamers give this unit an effective anti-infantry capability, attacking both the enemy's health and Morale.

Prism Cannon

The Prism Cannon uses a crystal prism to focus the destructive power of the laser energy directed at targets. The result is a wide sustained energy beam that spreads when it hits, doing massive damage, particularly to vehicles and structures whose armor it melts like butter.

Ranger Long Rifle

Rangers are equipped with the Ranger Long Rifle, which is similar to a Sniper Rifle, but not as powerful. This allows them to attack enemies at long ranges.



Reaper Launcher

The Dark Reapers carry the Reaper Launcher. This long-range rapid-firing weapon sends a hail of armor-piercing rockets at the enemy. Effective at taking down enemy infantry, even heavily armored infantry, this weapon is one of the most devastating in the Eldar arsenal. It requires a set-up time after moving before it can be fired and is not effective against vehicles.



Plasma Grenades

Guardians can use Plasma Grenades against enemy infantry units. They function similarly to a Frag Grenade. After using a Plasma Grenade, the squad must wait for the ability to recharge before using it again.

Scatter Laser

The Scatter Laser fires a wide-arcing barrage of low-powered laser blasts at the enemy. Not a subtle weapon, its pure rate of fire allows it to rain energy against its target, making it an effective anti-infantry weapon.



Shuriken Weapons

The Shuriken Catapult, one of the primary weapons in the Eldar army, unleashes a hail of monomolecular razor-sharp shards that can cut an enemy to pieces. It is most effective against un- or lightly armored infantry. The Shuriken Pistol is a smaller version of the Catapult, with less firepower and a shorter range. The Shuriken Cannon is larger and more powerful than the Catapult.



Starcannon (Upgrade)

Starcannons use advanced plasma technology to fire lethal bolts of energy. These bolts are effective at burning through enemy armor. While not powerful enough to affect most vehicles, this weapon is effective at taking out heavy infantry such as Terminators.



Close Combat Weapons

Wraithlord Close Combat Weapon

The Wraithlord's Power Fists are powerful hydraulic claws surrounded in energy fields that make them effective at dismantling anything they can get close to. They are especially useful against structures.



Knife

This is the Eldar's standard close-combat weapon. While it does not cause as much damage as other close-combat weapons, it does give these units the ability to fight up close and personal.

Power Sword

Similar to the standard Sword, the Power Sword is infused with dark technology that allows it to cut through armored infantry. However, it is not effective against vehicles.



Sword

This standard bladed weapon gives good initial close-combat ability. While it causes more damage than a Knife, the Sword is not as deadly as power weapons.

The Wailing Doom

The giant flaming sword wielded by the Avatar cuts a fiery path through all who oppose him. It's able to vanquish the armor of both vehicles and troops.

Witchblade (Upgrade)

Witchblades are potent force weapons that increase the damage a psyker can do against a unit, even a vehicle, by focusing their psychic energies into a powerful blow. These weapons cut through armor easily and are effective against most vehicles.

Eldar Structures

Eldar structures are immediately fashioned out of wraithbone by the Bonesingers. They are more advanced than the structures of other races and many of them can move about the battlefield.

Webway Assembly



A Webway Assembly establishes and maintains strong connections to the Webway for all Eldar Portals and Gateways, making it easier to guide Eldar warriors and vehicles through the Warp and onto the battlefield. It is also a control structure that allows you to build other structures nearby.

Production

The Webway Assembly produces the first units you need to get a mission or battle going. Build Bonesingers to begin establishing your base. In addition, Guardian Squads help you secure nearby Strategic Locations and defend your base. Later you can produce a squad of Warlocks known as the Seer Council.

Upgrades

Unlike other headquarters structures, the Webway Assembly never needs to upgrade.

Research and Abilities

Fleet of Foot Research

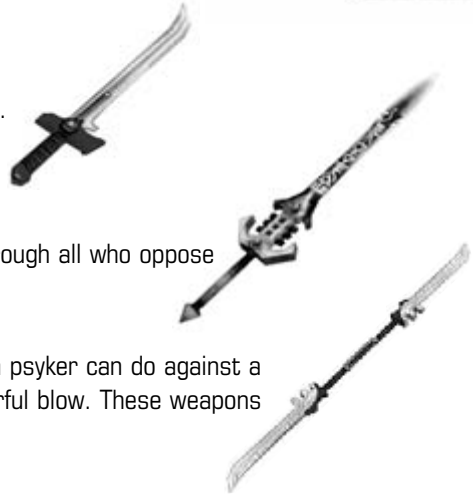
After you research this, your infantry squads gain the Fleet of Foot ability, allowing them the option to move faster at the cost of weapon accuracy.

Wraithtomb Research

This research allows your Bonesingers to use the Wraithtomb ability, which lets them prevent an enemy structure from producing units, conducting research, or creating add-ons for a limited amount of time.

Bonesong

By focusing on a particular structure, the Bonesinger can make it impregnable to damage for short periods of time. To use this ability, click on this button at the Webway Assembly. Select an Eldar structure somewhere and left-click on it. You can even use this on structures at a distance from your Webway Assembly.



Notes

The Webway Assembly is your initial structure and you need it for building most other structures. Unlike the Space Marines and Chaos Space Marines headquarters, the Webway Assembly has nothing to do with increasing your squad and support caps.

Aspect Portal



The strength of Eldar infantry is in its specialization. Each warrior type develops a path, or aspect, to walk, be it close combat, ranged combat, or other more esoteric disciplines.

Production

The Aspect Portal produces Rangers, Howling Banshees, Dark Reapers, Warp Spiders, the Farseer, and the Avatar of Khaine. Before you can produce the Howling Banshees, Dark Reapers, and Warp Spiders, you must upgrade this structure with an Aspect Stone for each unit type.

Research

Cameleoline Cloaks

Complete this research to allow your Rangers to use the Infiltration ability. With this, Rangers can become invisible to most enemy units.

Call of War

This research upgrades the Howling Banshee Exarch's Power Sword to the more powerful Executioner. It also gives this Exarch the War Shout ability, which, when activated, does massive Morale damage to nearby infantry and gives your troops a speed bonus when charging into close combat.

Death Omen

A Death Omen is a vision that comes only to those most dedicated to the Dark Reaper's path. Many consider it a curse, but Exarchs see it as an opportunity to follow their chosen destiny. As a result of this research, all Dark Reaper Exarchs' ranged weapons upgrade to Shuriken Cannons. All Dark Reapers also receive the Fast Shot ability, which decreases their weapon reload time. This ability is always active.

Warp Spider Equipment

This research gives Warp Spiders the ability to use Haywire Bombs, which are effective against vehicles. It also upgrades the Warp Spider Exarch's weapon to the Dual Death Spinner.

Notes

The Aspect Portal is your main source of infantry. If you are low on resources, such as at the beginning of a mission, don't waste time researching all of the Aspect Stones and abilities. Use only those you need so you can produce specific units. For example, if you are up against Space Marines, go for the Dark Reapers first because their weapons are great against armored infantry. As resources allow, go for the other unit types and their respective abilities.

Soul Shrine



The Soul Shrine research center is where you can gain new abilities to improve your Warlocks and Farseer. The Soul Shrine is also required to build the Support Portal and Grav Platforms.

Research

Imbue: Conceal

This research gives Warlocks the Conceal ability. Always active, this ability reduces the damage amount a Warlock's squad receives from ranged fire.

Imbue: Embolden

After this research is complete, Warlocks have the Embolden ability, which increases the Morale of the Warlock's squad.

Imbue: Entanglement

This research gives Warlocks the Entanglement ability, which allows them to immobilize targeted enemy squads for a limited time.

Warlock Power Weapon Upgrade

As a result of this research, all basic Warlock melee weapons upgrade to power weapons, increasing their effectiveness against infantry and armored infantry.

Imbue: Fortune

The Fortune ability, which is always activated once researched, increases the armor of friendly units near the Farseer.

Imbue: Eldritch Storm

This research upgrades the Farseer's Psychic Storm to the more powerful Eldritch Storm, which is effective against all types of enemy units.

Notes

Unlike the Armory, the research at the Soul Shrine improves only your leaders. However, with the upgrades to your Warlocks available here, the power and effectiveness of your Guardian Squads increases.

Listening Shrine



Listening Shrines can be placed on Strategic Points and Relics. Not only does this solidify your hold on these Strategic Locations, but it also increases the production rate of requisition resources. The Listening Shrine is a control structure, allowing you to build other structures nearby.

Upgrades

The Listening Shrine can be upgraded to a War Shrine, then on to a Shrine of Khaine. Not only do these increase the production rate of requisition resources, but they also increase the structure's Health. The War Shrine adds a Turret weapon, which then upgrades to a more powerful Turret weapon in the Shrine of Khaine. By upgrading your Listening Shrines, you can use them to help defend your base as well as themselves.

Research

Escalate Engagement (Build Increase Research 1)

This increases the rate at which you receive requisition resources from Strategic Locations. It applies to all Strategic Locations, not only the one where you perform the research. It is the first of two possible upgrades.

Full Scale War (Build Increase Research 2)

This further increases the rate at which you receive requisition resources from Strategic Locations. It is the second of two possible upgrades.

Notes

Listening Shrines are a vital part of the game. In fact, have a Bonesinger follow behind your troops to construct Listening Shrines for each captured location, and to build defensive structures to help protect them from the enemy.

Plasma Generator



Plasma Generators are how you generate the power resource. A single Webway Assembly can support six Plasma Generators. When these structures are destroyed, the resulting explosion damages anything nearby.

Research

Strengthen Power Grid (Power Increase Research 1)

This research provides a global increase to power resource production rates. Each of the generators produces more power. It is the first of two possible upgrades.

Plasma Battery Storage (Power Increase Research 2)

This further increases the power amount produced at each generator. It is the second of two possible upgrades.

Notes

Plasma Generators are an important part of your base. While your power requirements are low to begin with, more advanced units and structures require a lot of power to be built. Build the maximum number of Plasma Generators early in the game. Even if you don't need that much power right away, it can be stockpiling for when you need it.

Thermo-Plasma Generator



This structure produces power at a higher rate than Plasma Generators. However, you can build it only on top of Slag Deposits. Such deposits are not on all maps or in all missions.

Notes

You don't have many opportunities to build Thermo-Plasma Generators. However, whenever you find a Slag Deposit, send a Bonesinger to build one. Construct defensive structures around it to protect it.

Webway Gate

This structure increases your squad and vehicle caps plus grants control zones for further base building. It also allows teleportation of infantry and heavy infantry units between Gates.

Production

The Webway Gate produces both types of Grav Platforms—the Shuriken Cannon and the Brightlance.

Research

Healing Waystation

After you complete it, this research allows all Webway Gates to heal nearby infantry. This is automatic.

Relocation Matrix

This research allows most structures to move from the control zone of one Webway Gate to the control zone of another.

Shroud Ability Research

Research this to obtain the Shroud ability.

Abilities

Shroud

When activated, the Webway Gate and nearby structures become invisible to most enemy units. While using this ability, the Webway Gate cannot perform any other function.

Teleport Infantry

Infantry can enter the Webway Gate by right-clicking on this structure while the infantry is your currently selected unit. You can then “unload” the infantry unit at any Webway Gate on the battlefield. The Webway Gates can hold 10 infantry squads at one time.

Notes

Webway Gates are useful structures. Because you do not need to build them in a zone of control, you can place them anywhere on the map, then either build new structures nearby or relocate them from somewhere else. The Teleportation ability allows you to move large numbers of infantry across the map. You need to build several of these structures anyway to increase your squad and vehicle caps, so position them where you can best use them.

Support Portal



The Support Portal is where you build all types of vehicles.

Production

At the Support Portal, you can produce Falcon Grav Tanks, Vypers, Wraithlords, and Fire Prisms.

Research

Vehicle Holo-Field

All Vypers, Falcon Grav Tanks, and Fire Prisms gain the Holo-field ability, which increases their armor.

Notes

Build one of these structures when you can, because your enemy will be building one as well. If your base is at a distance from the front lines, assign a rally point for the Support Portal closer to your troops.

Support Platform

This is an emplaced weapons platform with a Scatter Laser. These are effective against enemy infantry.

Upgrades

You can upgrade the Scatter Laser on this structure to a D-Cannon, which is more effective against vehicles.



Notes

If your base is under threat of attack, build Support Platforms. Position them near your base's access points, so they can engage the enemy before your base can be attacked. Upgrade to the D-Cannon if the enemy is sending vehicles to attack your base. It is an important defense until you can build more powerful units to fight enemy vehicles.

Minefield



A Minefield provides the first level of defense against an approaching enemy. Plant them around your base to destroy attacking enemy units. Most enemy units cannot see Minefields. However, once the enemy detects them, they can be attacked and destroyed. When the enemy triggers most of the mines, the Minefield is destroyed.

Notes

Minefields are a good way to defend your base, especially if you have narrow access points. Unlike most structures, you do not need to build Minefields within a control zone; you can build them anywhere on the map. Because most enemies will not expect them away from your base, Minefields in the middle of the map are a surprise.



Chapter 5

The Orks

“Waaagh!”

—Ork battlecry

Bloodthirsty and vicious, the Orks are ferocious berserkers who occupy more of the Galaxy than any other race. If they were unified in their villainy, the Orks would crush all opposition. Fortunately for Humanity, these warring degenerates are as likely to attack one another as they are to invade an Imperial planet.

However, after the Orks set their teeth into a planet’s jugular, it is almost impossible to dislodge them. The Orks are heavily armed with crude, but highly effective, weapons, vehicles, and equipment; as combatants unlucky enough to get close to the Orks’ front lines soon learn, these barbarians also excel at hand-to-hand combat.

Ork Infantry

The Orks favor massed close-combat assaults over ranged attacks. As such, they are tough when fighting with melee weapons. However, they have little armor and are not resistant to damage. Therefore, when playing as the Orks, you have to affect a different strategy and vary your tactics. Orks like to fight in large groups where they overwhelm the enemy. In fact, some of the more advanced infantry squads, vehicles, and structures have a requirement for a minimum number of Orks to be on the battlefield.

Gretchin Squads



In every society there are those on the bottom of the heap. In Ork society, this position is held by the Gretchin. Downtrodden (and kicked, and beaten), Grotz are always on the wrong end of things.

Weapons



Gretchin Knife



Gretchin Blasta

Abilities

Build

Gretchin Squads are builder units that construct Ork structures.

Repair

In addition to building, Gretchin Squads can be ordered to repair damaged Ork structures up to their maximum number of Health.

Infiltration (Upgrade)

After this research has been completed at the Ork Settlement, Gretchin Squads can use this ability to become invisible to the enemy until it starts shooting. This allows you to use Gretchin Squads to spy on the enemy.

Notes

Gretchin Squads are built at the Ork Settlement. They are necessary for establishing and maintaining a base. More than one squad should construct your base. Unlike other builder units, which are individuals, Gretchin come in squads. Initially they each have two Grotz and can increase to a total of 10 through reinforcement. However, reinforcing these squads to their maximum uses up your Ork Cap. Gretchin Squads are also the only builder units that have a combat capability, weak though it might be.

Slugga Boyz



Slugga Boyz are the heart and soul of most Ork warbands. They are formed into huge mobs and are armed for close combat with hefty razor edged Choppaz and the big bore Ork Pistols known as Sluggaz.

Weapons



Slugga



Choppa



Big Shoota (Upgrade)



Burna (Upgrade)



Rokkit Launcha (Upgrade)

Abilities

Capture

Slugga Boyz can capture Strategic Locations.

Stikk Bombs (Upgrade)

Research this ability at Da Boyz Hut. It is similar to a Frag Grenade.

Notes

Slugga Boyz are your typical Ork squad. You can produce them at either the Ork Settlement or Da Boyz Hut. Beginning with a squad of four Orks, they can increase to 15 through reinforcement. You also can add a Nob Leader and attach another leader for a total of 17. The Ork heavy weapons, of which you can add three to each squad, can be fired on the move. Of the three, the Burna is a good choice because it supplements the Orks' close-combat ability, and yet also damages vehicles. The Rokkit Launcha isn't bad if you are dealing with lots of vehicles. However, the Big Shoota is at odds with the Slugga Boyz's close-combat specialty.

Shoota Boyz



The deafening clamor of a mob of Shoota Boyz opening fire is legendary. Each Ork tries to outdo his neighbor by letting fly with the most ammo and the loudest gun. Hitting the target is less of an objective.

Weapons



Shoota



Ork Knife



Big Shoota (Upgrade)



Burna (Upgrade)



Rokkit Launcha (Upgrade)

Abilities

Capture

Shoota Boyz can capture Strategic Locations.

Stikk Bombs (Upgrade)

Research this ability at Da Boyz Hut. It is similar to a Frag Grenade.

Notes

Shoota Boyz are the Orks' ranged squads. They are inaccurate, but they make up for that in volume of fire. Produce them at Da Boyz Hut. Beginning with a squad of four Orks, they can increase to 15 through reinforcement. You can also add a Nob Leader and attach another leader for a total of 17. Like the Slugga Boyz, the Shoota Boyz can carry three heavy weapons. Because ranged fire is their specialty, choose the Big Shoota against enemy infantry and the Rokkit Launcha if you face enemy vehicles.

Tankbustaz Squad



Tankbusta mobs form from Orks who have survived tank attacks and learned how to beat them. They're cunning and their ability to infiltrate makes them untrusted by most Orks.

Weapons



Slugga



Rokkit Launcha (Upgrade)

Abilities

Capture

Tankbustaz can capture Strategic Locations.

Infiltration

Tankbusta Squads can use this ability to become invisible to the enemy until they shoot. This allows them to sneak into enemy bases and attack vehicles or structures.

Stikk Bombs (Upgrade)

Research this ability at Da Boyz Hut. It is similar to a Frag Grenade. Tankbustaz can also use Stikk Bombs as close-combat weapons.

Tankbusta Bombs (Upgrade)

Tankbusta Bombs are like a big Stikk Bomb designed for use against structures and vehicles.

Notes

Tansbustaz are the Orks' infantry specialists for going after vehicles and structures. They are built at Da Boyz Hut and come with four Orks. This can increase to 10 through reinforcement. While Nob Leaders cannot be assigned to this type of squad, you can attach other leaders.

Storm Boyz



Storm Boyz are fierce Ork warriors who are willing to gamble their lives (and their sanity) by strapping on crude Ork rokkit packs to blast them toward the enemy.

Weapons



Slugga



Choppa

Abilities

Capture

Storm Boyz can capture Strategic Locations. Their mobility allows them to get to some positions faster than other Orks.

Jump Packs

Storm Boyz can jump over impassable terrain such as cliffs or other obstacles. The distance they can jump is limited, but enough to get them where they need to go.

Speed Boost

Research this ability at Da Boyz Hut. When activated, the Storm Boyz maximum speed increases. Use this to fly past enemies and reduce the amount of time your troops are exposed to enemy fire. This ability requires time to recharge after it is used.

Stikk Bombs (Upgrade)

Research this ability at Da Boyz Hut. It is similar to a Frag Grenade.

Notes

Storm Boyz are close-combat units. Therefore, set them to an Assault stance so they close with the enemy and fight like they are meant to. Storm Boyz can move quickly across the battlefield. Use their Jump Packs to sneak around an enemy's unprotected flanks, because the enemy rarely guards impassible terrain. After a quick attack, use their speed to get them away from the enemy before they take too many casualties.

Storm Boyz are built from Da Boyz Hut and begin with four troops. You can reinforce this up to 15 and also build a Nob Leader, bringing the maximum cap to 16. You cannot assign other leaders to Storm Boyz squads.

Nob Squad



Orks get bigger and meaner the more they fight, and these boyz are second only to the Warboss in size and power. They are tough, mean, and equipped with powerful close-combat weaponry.

Weapons



Slugga



Choppa



Power Klaw
(Upgrade)

Abilities

Capture

Nob Squads can capture Strategic Locations.

Stikk Bombs (Upgrade)

Research this ability at Da Boyz Hut. It is similar to a Frag Grenade.

Notes

Nob Squads are units of heavy infantry. They are produced at Da Boyz Hut and start with five Orks. You can increase them to 10 Orks with reinforcements. You also can add a Nob Leader and attach another leader to this squad. You can upgrade this squad with up to 10 Power Klawz, making them more effective at close combat, especially against vehicles and structures. You must separately upgrade each Power Klaw. This is an advanced unit, so there are several requirements you must meet before you can build this squad type. However, after you can, make as many as possible, give them an Assault stance, then send them after the enemy.

Nob Leader



Nobz are the meaner and more powerful of the Orks. Nob Leaders are similar to Sergeants in that they can be assigned to most infantry squads. As a part of a squad, they boost the squad's Morale.

Weapons



Slugga



Choppa



Power Klaw (Upgrade)

Notes

Unlike other squad leaders, the Nob Leader does not have any special abilities. Instead, he increases the squad's Morale and adds one tough close-combat fighter to the squad. Add a Nob Leader to all squads that can have them.

Big Mek



A powerful Ork, built big and strong from thousands of battles, the Big Mek also has an instinctual understanding of mechanics and technology. They supply the Orks with makeshift weaponry, armor, and vehicles.

Weapons



Slugga



Choppa



Power Klaw (Upgrade)



Mega Blasta (Upgrade)

Abilities

Super Stikk Bomb (Upgrade)

This is a thrown explosive for use against vehicles or structures. The Big Mek must be close to the target to throw the Super Stikk Bomb. It cannot be used against infantry.

Tank Zzzaaappa (Upgrade)

This ranged weapon can be fired at a vehicle or location. As a result, all vehicles near the targeted location are temporarily disabled.

Kustom Tellyporta (Upgrade)

This ability allows the Big Mek (and any squad to which he is attached) to teleport a short distance across the map. It is most useful for crossing impassible terrain.

Notes

The Big Mek is the secondary commander unit for the Orks. Because he is unique, only one Big Mek can be on the battlefield at a time. He is best attached to a close-combat squad. He can be replaced, so keep him at the front—he will make your Ork mobs more effective. His abilities also make him very effective for attacking vehicles.

Warboss



The Warboss is the biggest Ork of all and thus the leader. Orks that get this big are cunning, vicious, and frighteningly powerful. The Warboss is not available at the mission's beginning, but you can build him after you have a large number of Orks on the battlefield.

Weapons



Slugga



Choppa



Power Claw
(Upgrade)



Kustom Shoota
(Upgrade)

Abilities

Power of the Waaagh!

The Warboss can give a mighty warcry. For a short time, all nearby friendly infantry are immune to Morale attacks and receive a bonus to the damage they inflict on the enemy.

Notes

The Warboss is built at the Orky Fort. Because he is a unique unit, there can be only one Warboss on the battlefield at a time. Lots of Orks must be on the battlefield before he will show up, so build mobs of Orks so you can add the Warboss to your army. Keep him at the front of the fighting where he can strengthen the Morale of his squad, and also help out other squads with his ability and great power.

Bad Dok



Bad Doks have inherent knowledge of medicine and surgery, but their application of these skills is used as equally for experimentation as for aid to their fellow Ork.

Weapons



Slugga



Ork Knife

Abilities

Healing

The Bad Dok increases the regeneration rates of all nearby units.

Fightin Juice

The Bad Dok can issue a combat drug that makes Orks immune to pain. Though they still take damage normally, they won't die. However, once the drug wears off, those with little or no health die.

Notes

The Bad Dok can be attached to most infantry squads. As such, he helps them heal their wounds after a fight. In addition, the Fightin Juice can keep a squad in action. Add a Bad Dok to every squad that can attach a leader and does not already have a Big Mek or Warboss.

Ork Vehicles

Ork vehicles are either looted from their enemies or fashioned from scraps they find lying around the battlefield. However, these vehicles are not junk and are often heavily armed with lots of firepower. All vehicles can be built at Da Mek Shop.

Wartrukk



Some lucky Orks manage to get a hold of Wartrukkz, fast and light vehicles that they drive for everything they're worth. Any Orks who can hold on are welcome to go along for the ride.

Weapons



Big Shoota (Upgrade)

Abilities

Speed Boost

This ability briefly increases the Wartrukk's speed. It must be recharged.

Notes

The Wartrukk allows you to transport a squad of Orks across the battlefield and can provide fire support once there. Build a few of these vehicles, load them, then race past the enemy's defenses to unload your Orks in the rear area, where they can wreak havoc.

Wartrakk



Most warbands are accompanied by a ramshackle band of vehicles that hurtle around the battlefield, blasting anything they can. The Wartrakk is a light, fast attack vehicle that is effective against infantry.

Weapons



Twin-Linked Big Shoota



Twin-Linked Rokkit Launcha (Upgrade)



Bomb Chucka (Upgrade)

Abilities

Speed Boost

This ability briefly increases the Wartrakk's speed. It must be recharged.

Blind Firing (Attack Ground)

The Wartrakk, when upgraded with the Bomb Chucka, can target any location on the ground, even those outside of its sight radius. However, the Bomb Chucka is very inaccurate, so keep your own troops out of the way or they may be killed along with the enemy.

Notes

The Wartrakk is a great support weapon platform. Not only can you use it to rush ahead and raid the enemy, it's also quite effective at providing your infantry squads with some additional firepower. The Rokkit Launchaz let your troops effectively engage enemy vehicles.

Killa Kan



Only the most stompy and killy Mek Boyz get to steer these walking monstrosities. The Killa Kan primarily offers troop support, crushing anything that gets close to it. It excels at destroying hard targets up close, such as vehicles and structures.

Weapons



Big Shoota (Upgrade)



Rokkit Launcha (Upgrade)



Killa Kan
Close Combat
Weapons

Notes

The Killa Kan is similar to the Space Marine Dreadnought. It is a tough close-combat fighter. While it can be upgraded with a Rokkit Launcha, it still is more effective using its two Close Combat Weapons against vehicles, structures, and infantry.

Looted Leman Russ Tank



Orks scrounge weapons wherever they can, including this tank, formerly in the service of the Imperial Guard. Orks are attracted to it because of its loud engine, large guns, and devastating power.

Weapons



Battlecannon



Heavy Bolters

Abilities

Blind Firing (Attack Ground)

The Looted Tank can attack areas outside of the sight radius of any of your units. Bombardments of this type are less accurate than when other friendly units spot them, but are a good way to pound an enemy base without having your troops in close. This is also a good tactic for covering a narrow pass through which the enemy must move.

Notes

The Looted Leman Russ Tank is the most powerful ordnance in the game. Its Battlecannon can lay waste to structures and really put the hurt on vehicles and infantry alike. The tank's nicest feature is its range. Send in a Gretchin Squad or some Tankbustaz with Infiltration to locate concentrations of enemies or structures. Then use the Looted Tank to fire at them from outside the enemy's sight radius. It may take them a while to figure out why their troops are dying! Unlike the tanks of other races, the Looted Tank does not have any weapon upgrades.

Squiggoth



The Squiggoth is a titanic creature believed to be cultivated on large Ork worlds as a source of food and amusement. It also makes a devastating war machine, covered in weaponry and transporting Ork squads to battle.

Weapons



Twin-Linked Big Shoota x 2



Zzap Gun

Abilities

Rampage

To use this ability, select it from the Orders button, then click on a location on the ground. The Squiggoth charges to that location, knocking aside and injuring any units in its way. This ability must be recharged before it can be used again.

Notes

The Squiggoth is a unique unit, so there can be only one on the battlefield at a time. It also requires a Relic in order to build one. The Rampage ability is a great way to clear a path through the enemy; the Squiggoth is like a walking tank with all of the weaponry it carries. As soon as you can get one of these, load it with a Nob Squad or other heavy hitters and rush into battle. After knocking down the enemy, unload the squad and start fighting.

Ork Weapons

Ork weapons are basic, compared to those of the other races. Since the Orks favor close combat, they have some of the more powerful weapons for this type of fighting. Most of their basic ranged weapons start out weaker than those of other races, but you can upgrade them so they cause more damage.

Ranged Weapons

Battlecannon

The Battlecannon fires a large ordnance blast that does massive damage to anything it hits. Its long range makes it excellent for breaking defensive lines.

Big Shoota

The Big Shoota is a large-caliber, high-rate-of-fire machine gun used to lay down support fire against enemy infantry. Normally a heavy weapon, an Ork can fire this weapon at full effect while on the move.

Burna

Many enemies will leave secure locations and move into the open if faced with being burned alive. For this reason, Burnaz deal with units under cover, damaging them and doing significant Morale damage. They are also effective at thinning out enemy squads before a close-combat charge. Ork Burnaz are also used as welding torches, so their mixtures can be altered to give them extra cutting power against vehicles. This ability against vehicles makes the Burna a good choice for Ork squads.

Gretchin Blasta

The Gretchin Blasta is little more than a peashooter. Gretchin scrounge up this crude small-caliber pistol so they don't have to go into battle unarmed. While these weapons are not powerful, the total fire from a number of them can cause damage.

Heavy Bolter

This larger version of the Bolter has an automatic rate of fire. The Heavy Bolter causes more damage and at longer ranges; they can chew up enemy infantry units. Orks use this weapon mounted on their Looted Leman Russ Tanks.

Kustom Shoota

This is a modified version of the Shoota that the Warboss carries. It does more damage and has a higher armor penetration value.



Mega Blasta

Mega Blastaz are the pinnacle of Ork technology. Similar to the plasma technology used by the Space Marines, the Mega Blasta emits a powerful beam of energy that penetrates the thickest of armor.



Rokkit Launcha

Rokkit Launchaz are the Ork version of the Missile Launcher. They are small, easy-to-carry, one-man missile platforms. Unlike the Space Marine Missile Launcher, the Orks' Rokkitz are primarily effective against vehicles and can be fired on the move.



Shoota

The Shoota is a fully automatic medium-range machine gun that fires high-density metal slugs. It does not cause a lot of damage on its own, but a large mob of Shoota Boyz can make up for that.



Slugga

The Slugga is a semiautomatic pistol that fires metal slugs. It is a smaller version of the Shoota that causes less damage and has a shorter range.



Stikk Bombs

Stikk Bombs are similar to Frag Grenades. Orks can throw these explosives for a short distance at enemy squads. To use a Stikk Bomb, click on the button in the unit orders, then click on an enemy unit. A range circle appears, showing how far the squad can throw the grenade. If you select a target outside of the circle, the squad closes with the enemy, then throws the grenade after the target is in range. This weapon causes damage to all enemy units within its blast radius, and also knocks them down and stuns them momentarily—during which time they cannot fire at your troops. After using a Stikk Bomb, the squad must wait for the ability to recharge before reuse.

Super Sticky Bombs

The Big Mek can carry these explosives; they are similar in action to Stikk Bombs. However, these larger bombs can also cause a lot of damage to vehicles and are effective against structures as well. They cannot be used against infantry.

Tankbusta Bombs

Tankbusta squads can use Tankbusta Bombs. These act similar to the Space Marine Melta Bombs—they can be thrown short distances and cause damage to vehicles and structures. They do not work against infantry. Because they are an ability, a squad must wait for them to recharge after each use.

Zzap Gun

Zzap Guns are large energy cannons that fire a burst of lightning-like energy that reduces everything to slag. Although they are slow, they cause extra damage to vehicles. Due to the Orks' lesser abilities at higher technology, the power of each shot can vary. Therefore, the damage caused by the Zzap Gun ranges from high to low.



Close-Combat Weapons

Choppa

Choppaz are what Orks call any close-combat weapon worthy of use, and take the form of large axes or hacking blades. Though Choppaz are not true power weapons (they don't bypass armor), they are so massive that they reduce enemy armor.

Gretchin Knife

This is the standard close-combat weapon for the Gretchin. Though small and crude, it gives this builder unit some combat capability.

Killa Kan Close Combat Weapons

The Killa Kan has a powerful hydraulic claw surrounded in energy fields, making it effective at dismantling anything it can get close to. It is especially useful against structures. The Killa Kan, on its other arm, sports a powered circular saw that cuts through armor with ease.

Ork Knife

This is the standard Ork close-combat weapon. It is carried by Orks who specialize in ranged combat, because it gives them a close-combat ability.

Power Klaw

The Power Klaw is an oversized hydraulically assisted hand weapon that crackles with arcane energy fields. It greatly increases the damage capabilities of the user and can cut through the toughest armor.

Ork Structures

Ork Structures drop onto the battlefield as a pile of materials. Gretchin Squads must unpack the material and assemble the various structures. Ork structures are armed by Gretchin Gunners who come with the structures and do not count against your squad caps. Enemies who charge into an Ork base can expect to take damage—even if no Ork units are around.

Settlement



This is the Orks' headquarters structure. It produces basic units and is necessary to construct most other structures. As a control structure, the Settlement exerts a control zone into which structures must be built.

Production

The Settlement produces the first units you need to get a mission or battle going. You must build Gretchin Squads to construct your base. Slugga Boyz provide protection and the ability to take over Strategic Locations. They also are the beginning of your Ork army. Eventually you can build Bad Doks here as well as the Warboss.

Upgrades

The Settlement can be upgraded to the Orky Fort. While these upgrades do not add any new features at the headquarters itself, they do allow you to produce new units and structures.

Research

Gretchin Infiltration

After researching this, Gretchin Squads receive the Infiltration ability. They can become invisible and move about the battlefield without being seen by most enemy units.

Notes

The Settlement is the center of your base. Protect it—you need it to continue building. For large missions, build a second Settlement and build another base. Settlements let you build decent combat units capable of defending your base.

Because many of the advanced units and structures require a lot of Orks on the battlefield, don't rush to upgrade your Settlement to an Orky Fort. Instead, use your resources to build squads and reinforce them to their maximum cap. Because Ork squads can get big, they can require a lot of resources. Wait until you have almost enough Orks to qualify you for the powerful stuff, then upgrade your Settlement.

Da Boyz Hut



This is the main structure you need to build your army and keep it fighting effectively. It is usually the first structure you build after your Settlement.

Production

Da Boyz Hut is where you build all of your combat infantry units. Here you can produce Slugga Boyz, Shoota Boyz, Tankbustaz, Stormboyz, Nob Squads, and the Big Mek.

Research

Research Stikk Bombs

Complete this research to arm your infantry squads with Stikk Bombs, which you can use against enemy infantry.

Research Tank Busta Bombs

In order for your Tankbusta Squads to use this anti-vehicle weapon, you must first research it here.

Kustom Force Field

This research equips the Big Mek with a Kustom Force Field. With this, the Big Mek and any units near him take less damage from ranged attacks. This ability is always active.

Tankbustin' Kit

As a result of this research, the Big Mek gains some anti-vehicle abilities. The first is Super Sticky Bombs, which are similar to Stikk Bombs but effective against vehicles. The second ability is the Tank Zappa, which can disable vehicles.

Kustom Tellyporta

Once this research is completed, the Big Mek gains the Teleport ability. He can teleport himself and his squad a short distance across the map—even across impassible terrain.

Notes

Da Boyz Hut may be small, but it is very important. It produces squads quickly, so you only need one. You will spend a lot of resources just reinforcing your beginning squads up to their maximum cap.

Pile O Gunz!



The Pile O Gunz! is where the Orks research ways to make their weapons more powerful and their leaders more effective.

Research

More Dakka Research

This increases the damage dealt by all Shootaz and Sluggaz, the basic slug-throwing weapons used by most Orks. It is the first of two possible upgrades.

Even More Dakka Research

This further increases the damage dealt by Shootaz and Sluggaz. It is the second of two possible upgrades of this type.

Big Shoota Research

This increases the damage dealt by all Big Shootaz, whether carried by squads or mounted on turrets and vehicles. It is the first of two possible upgrades.

More Blastier Research

This further increases the damage dealt by all Big Shootaz. It is the second of two possible upgrades of this type.

More Burny Research

This research increases the damage dealt by all Ork flamethrowers. It is the first of two possible upgrades.

Even More Burny Research

This further increases the damage dealt by all flamethrowers. It is the second of two possible upgrades of this type.

Da Big Boom Research

This increases the damage dealt by all Rokkit-based weapons, whether carried by squads, or mounted on turrets or vehicles. This is the first of two possible upgrades.

Even Bigga Boom Research

After you complete this research, Rokkitz will cause more damage. It is the second of two possible upgrades.

More Choppy Research

After you complete this research, Slugga Boyz and Nob Squads inflict more damage on the enemy during close combat. It is the first of two possible upgrades of this type.

Even More Choppy Research

This makes Choppaz chop better. It is the second of two possible upgrades of this type.

Nob Leader Melee Upgrade Research

As a result of this research, all Nob Leaders receive the Power Klaw for close combat.

Big Shooty Boss Weapons Research

This research equips the Big Mek with the Kustom Mega Blasta. The Warboss's weapon upgrades to the Kustom Shoota.

'Eavy Boy Armor

This upgrades the armor of all Slugga Boyz, Shoota Boyz, Tankbustaz, Stormboyz, and Nob Squads. It is the first of two possible upgrades.

Super 'Eavy Boy Armor

Slugga Boyz, Shoota Boyz, Tankbustaz, Stormboyz, and Nob Squads receive better armor. It is the second of two possible upgrades of this type.

Tougher Bosses Research

This increases the health of the Warboss, the Big Mek, and all Nob Leaders. It is the first of two possible upgrades.

Even Tougher Bosses Research

The Warboss, the Big Mek, and all Nob Leaders have their health increased further, making them harder to kill. It is the second of two possible upgrades of this type.

Notes

Though the Pile O Guns! only performs research, it allows you to build a more effective army. Ork ranged weapons are initially weak compared to the other races, but the two levels of research for each bring them up to par. The research also makes your leaders a lot tougher and more powerful.

Da Listenin' Post



You can place Da Listenin' Posts on Strategic Points and Relics. Not only does this solidify your hold on these, but it also increases the production rate of requisition resources. Da Listenin' Post is a control structure, which allows you to build other structures nearby.

Upgrades

Da Listenin' Post upgrades to a Bigga Listenin' Post, then on to a Biggest Listenin' Post. These upgrades increase the production rate of requisition resources and the structure's Health. They also give heavier weaponry to Da Listenin' Post, which can provide more damage to enemy infantry.

Research

Escalate Engagement (Build Increase Research I)

This increases the rate at which you receive requisition resources from Strategic Locations. It applies to all Strategic Locations, not just the one where you perform the research. It is the first of two possible upgrades.

Full Scale War (Build Increase Research 2)

This further increases the rate at which you receive requisition resources from Strategic Locations. It is the second of two possible upgrades.

Notes

Da Listenin' Posts are important to gaining enough requisition resources to build up your base and build a powerful army.

Generator



Generators are how you generate the power resource. When these structures are destroyed, the resulting explosion damages anything nearby.

Research

Strengthen Power Grid (Power Increase Research 1)

This research provides a global increase to power resource production rates—all generators will produce more power. It is the first of two possible upgrades.

Plasma Battery Storage (Power Increase Research 2)

This further increases the amount of power produced by each generator. It is the second of two possible upgrades.

Notes

Generators are an important part of your base. Though your power requirements are low at the beginning, the more advanced units and structures require a lot of power to be built. Build your maximum number of Generators early in the game. Even if you don't need that much power right away, stockpile for when you do need it.

Bigga Generator



This structure produces power at a higher rate than Generators. However, they can be built only on top of Slag Deposits. Such deposits cannot be found on all maps or in all missions.

Notes

You do not have many opportunities to build Bigga Generators. Whenever you find a Slag Deposit, build one. Construct some defensive structures around it for protection.

Da Mek Shop



Da Mek Shop is where you build all types of vehicles and can research upgrades for them.

Production

At Da Mek Shop, you can produce Wartrukz, Wartrakkz, Killa Kanz, Looted Leman Russ Tanks, and the Squiggoth.

Research

Vehicles Speed Boost Research

This provides both the Wartrukk and the Wartrakk with the Speed Boost ability, allowing them short bursts of increased speed.

Extra Vehicle Armor

As a result of this research, all vehicles have their armor increased, allowing them to take more damage.

Notes

You need a lot of Orks in order to build Da Mek Shop. Get your production going so you can add vehicles to support your army.

Waaagh! Banner



This giant banner increases the rate of Ork resource production and increases squad and vehicle caps. This structure, armed with Shootaz, acts as a Turret effective against enemy infantry.

Upgrades

Big Gunz

This increases the damage this structure can take and upgrades Shootaz to Big Shootaz.

Bigger Gunz

The damage the structure can take increases. Big Shootaz upgrade to Rokkit Launchaz, giving the Waaagh! Banner an effective weapon against enemy vehicles.

Notes

In addition to requisition and power, Orks also require an Ork resource in order to build new infantry. This is in addition to the squad cap.

Most Orks cost one Ork resource point each. However, Nobz and leaders require more points per individual. Waaagh! Banners produce these Ork resources very slowly. When you build each Waaagh! Banner, you automatically receive a number of Ork resource points. Remember, the more Orks you have, the more advanced units and structures you can build. Because Waaagh! Banners are also Turrets, build them near your base entrances so they can defend it. Upgrade their weapons when possible if you fear an attack. However, upgrading does not provide any additional Ork resources.


Minefield



A Minefield provides the first level of defense against an approaching enemy. Plant them around your base to destroy attacking enemy units. Minefields cannot be seen by most enemy units. However, once detected, they can be attacked and destroyed. When most of the mines have been triggered, the Minefield is destroyed.

Notes

Minefields are a good way to defend your base, especially if you have some narrow access points. Minefields, unlike most structures, do not need to be built within a control zone. You can build them anywhere on the map. Because most enemies won't expect them away from your base, Minefields in the middle of the map can be a surprise.



Chapter 6

Advanced Strategy and Tactics

As a commander of Space Marines or the forces of other races, you must use your troops effectively in combat. A number of factors give you an advantage, and in the fast paced, deadly combat of the 41st Millennium, you need every advantage you can get.

This chapter on strategy and tactics has four main sections. The first examines the core of any *Warhammer 40,000* army—the infantry squads. Section two looks at vehicles' roles during combat and how best to deploy them. Because all missions require you to build a base, the third section provides proven strategies on base security. Finally, because you need to wipe out your enemy to win most missions, the last section covers offensive actions. The Space Marines are used as examples and for specific tactics, but the strategies and tactics will work for the other three races, as well.

Chapter 6: Advanced Strategy and Tactics

Infantry Squads

The infantry squad is the basic and primary unit for the armies of all races. Their strength lies in their number—Space Marine Squads serve as a perfect example of this. Like most infantry squads, Space Marine Squads are armed with a ranged weapon, the Bolter. While a single Bolter doesn't do a lot of damage, eight Bolters firing in unison build a storm of metal projectiles that shred enemy infantry without armored protection. In contrast, when the Space Marines engage the enemy in close combat, the advantage goes to the combatant who is the strongest.

Engage the enemy with ranged weapons often. Here you have a firepower advantage against most other infantry—especially when your squads are equipped with heavy weapons. Ranged combat also allows you to use terrain to your favor. Because both sides are in the same terrain during close combat, neither side receives an advantage. However, there are exceptions. Some infantry squads are specifically designed for close combat. The Assault Marine Squads specialize in close combat. Assault Terminators are also excellent at close combat because they can come equipped with Chainswords or power weapons that rip through enemy armor.



Infantry squads are the heart and soul of Warhammer 40,000 armies.

Heavy Weapons

Heavy weapons make Space Marines powerful and versatile. The standard Space Marine Squad, with an Armory and research, can be equipped with up to four heavy weapons. Add these weapons by upgrading the squad. Each heavy weapon replaces one Space Marine's Bolter with the heavy weapon. Space Marine Squads have four possible upgrade choices: the Flamer, the Heavy Bolter, the Plasma Gun, and the Missile Launcher.



Squads equipped with Flamers can burn away the enemy's ability to fight back.

The Flamer and Morale

The Flamer is a short-ranged flamethrower. Because a squad using a Flamer has to get in close to the enemy, it can be used as a prelude to close combat or as a screen for other friendly squads with longer-ranged weapons.

The Flamer has two special functions. The first is that it forces the enemy to move away from the flames—no one wants to burn to death. Use it to move enemy squads out of terrain that gives them an advantage. (Terrain is discussed in more depth later.)

The second and most important use of Flamers is their affect on Morale. It's vital to understand the importance of Morale. Infantry squads are the only units that have a Morale value. This value is for all the troops in the squad (unlike health, which is

calculated for each individual Marine or member of the squad). As an infantry squad is attacked, the troops lose health as each individual is hit by enemy fire or from melee weapons. As an individual's health reaches zero, that individual dies and the size of the squad decreases by one. Whenever a squad comes under attack, as a whole its Morale decreases. Morale represents the cohesion and willingness of the individuals to stay together and fight. When a squad's Morale reaches zero, that squad breaks, and the attack value of a broken squad reduces. If you can break an enemy squad, you can keep attacking without taking much damage yourself.

Different weapons have varying effects on Morale. Some, such as the Flamer, reduce a squad's Morale. Because of this great effect on Morale, the Flamer can be an important part of your army.

Heavy Bolters and Setting Up

The Heavy Bolter is a fully automatic version of the Bolter—it offers longer range and greater damage. It puts out a curtain of metal projectiles, allowing one Marine to have the firepower of several Marines. However, because the Heavy Bolter is large and heavy, it cannot be fired while a Marine is moving. In fact, the Marine must take a few seconds to set up the Heavy Bolter before he can fire it. Any time the firer moves, he must stop firing and then set up the weapon again once movement has ceased. To prevent this wasted time and temporary loss of firepower, assign Heavy Bolter squads to the Stand Ground stance so they do not move unless you order them to. Squads equipped with Heavy Bolters form the base of fire for your army. They stay put and provide supporting fire for other squads who can maneuver while firing.



A Marine must stop and set up the Heavy Bolter before it can be fired.

Plasma Guns and Infantry Armor

The Plasma Gun is a heavy weapon designed to burn through armor, and is light enough to be fired while on the move. However, it's not as effective against unarmored troops. Use the Plasma Gun against heavy infantry squads, such as Space Marines, Chaos Space Marines, and Terminators. Orks and light infantry squads are not as vulnerable to plasma weapons.



Missile Launchers are great for taking out structures.

Missile Launchers and Long-Range Fire

The Missile Launcher, like the Heavy Bolter, requires setup time after the squad comes to a stop. This weapon is effective against vehicles and structures and has the longest range of any infantry heavy weapon. In fact, it can fire beyond the sight radius of the Space Marine Squad carrying it. If you have other units close to the enemy who can spot a target, the Missile Launcher can fire from outside the enemy's sight radius and, as a result, the enemy

Chapter 6: Advanced Strategy and Tactics

won't see or attack it. This strategy is particularly effective if the spotting unit uses the Infiltration ability so it is invisible to the enemy. The downside of this weapon is its slow rate of fire. It takes a while for the Marine to reload the Missile Launcher after each shot. Keep troops equipped with Missile Launchers back from the enemy or the enemy will chew them up.

Assigning Heavy Weapons to Squads

As a commander, you have to determine which heavy weapons to assign to each of your squads. Though you might want to give one of each type of weapon to each squad so that all squads are multipurpose, this is often a bad idea. Each heavy weapon has its own maximum range. When you order a squad that's in a Ranged Combat stance to attack an enemy, the squad adjusts its position so that it's at the maximum range of its longest ranged weapon. A squad with one of each heavy weapon will move to the maximum range of the Missile Launcher and attack with only that one Missile Launcher because the other weapons are out of range. Instead, have each squad specialize in one type of heavy weapon. If you need or want to assign squads with multiple types of heavy weapons, stick to only two types. The Flamer and Plasma Gun go well together because they are both shorter ranged and can be fired while on the move. The Heavy Bolter and Missile Launcher also make a good pair because they are both longer ranged and require a setup time before firing.

Leadership

You can have two different types of leaders in your army. Individual unique units make up the first type. Each race has one or two. For the Space Marines, they are the Force Commander and the Librarian. These leaders can function on their own, or they can be attached to a squad. Only one of each of these types of leaders can be on the battlefield at a time. However, whenever one is killed, you can replace him with another leader of the same type. Leaders increase the Morale of the squad to which they are attached. They also often have special abilities that benefit the attached squad and surrounding friendly squads, or that can harm the enemy. Because of the benefits they give to a squad, attach leaders to one.

The second type of leader is the squad leader. Instead of being built at a structure, they are added directly to a squad—similar to a reinforcement. Squad leaders become a permanent part of their squad. They can't be unattached. This type of leader not only improves the Morale of the squad, but they can also Rally a squad even if it is broken. Rallying immediately increases a squad's Morale to its maximum level. This keeps the squad fighting even while it takes damage. While not all squads can be assigned a squad leader, those that can should have one. This adds one more soldier to the squad and helps the squad fight more effectively.

All leaders have good close-combat values and often their upgrades include powerful melee weapons. Assign them to squads that will be in front and more likely to close with the enemy. Leaders have lots of health and armor and can be tough to kill, but replace them if they die.



Leaders, such as the Space Marine Force Commander, increase your squads' capabilities.

Some races have other individual infantry that can be attached to squads. While they are not leaders, they affect their squad. The Space Marine Apothecary, for example, increases the health regeneration rate of infantry units around him. Attach these types of units to infantry squads, because it makes it easier to move them along with your squads during combat.

Some players might be tempted to add these individual units to all their squads. They count against your squad cap. An individual infantry unit, such as the Apothecary, acts as a basic squad toward the squad cap. Each Apothecary built means one less Space Marine Squad you can have on the battlefield. Also, in the case of the Apothecary, it's overkill to have an Apothecary for every squad—his effects apply to all nearby squads, not just his own.

Reinforcements

Damage during combat is calculated per soldier—as your squads take individual casualties, bring your squads up to their caps when out in the field and during combat. (This process is called reinforcement.) Do this instead of waiting until a squad is destroyed and building a brand new squad at base.

In the unit orders section, click on the Reinforcement button once for each unit you want to add to the squad. If you need to replace casualties, or are taking casualties as you are reinforcing, right-click on the Reinforcement button for an overwatch order. This keeps reinforcing your squad up to its cap, at which point the overwatch order cancels itself.

Reinforcing a squad takes time, because each replacement soldier must be teleported to your squad. During heavy combat, it's unlikely that reinforcements can keep up with casualties. If possible, pull the squad back, behind other squads, so it can get to its cap without taking casualties in the process. A good commander keeps track of all his or her squads and cycles those with heavy casualties to the rear for reinforcement. This keeps the combat tempo high and doesn't give the enemy a chance to rest and regroup while you build new replacement squads.

Infantry Tactics

Because you usually have lots of squads under your command during battle, it's vital that you understand infantry tactics and how best to effectively use your squads.

Group Formations

During most battles, more than one squad engages with the enemy. While you cannot control the formations of individual squads, you can control the formation of a group of squads. Do this automatically by giving one order to a group of squads or by giving individual orders to each squad. For example, say you have a group of squads, each specializing with a single heavy weapon. If you give the order to move to a location while you have all the squads selected as a group, they will all move to the location without any formation. However, if you order this group to move to attack a target, each individual squad will move to the maximum range of their longest ranged weapon,



As squads take casualties, reinforce them to bring them back up to full capacity.

Chapter 6: Advanced Strategy and Tactics

stop, and begin attacking. The Flamer squads will move to the front, followed by the Plasma Gun squads, the Heavy Bolter squads, and the Missile Launcher squads. As long as you keep giving the group attack orders, they will maintain this formation based on heavy weapons.

To maintain this formation while the squads are moving, you must move each squad individually or by heavy weapon type. A good way of ordering multiple squads is by assigning hot keys to your groups. Have a hot key for all of your squads as well as hot keys for squad types. For example, [1] selects all of the squads in your attack force. [2] is your Flamer squads, [3] is your Plasma Guns, [4] is your Heavy Bolters, and [5] is your Missile Launchers. If you want the squads to move to attack a target, press [1], then click on the target. However, if you want them to move to a location and maintain a formation based on the ranges of their weapons, select each group in turn and give individual movement orders so that when they arrive, they are in the correct formation. This method also works great during assaults, especially when attacking an enemy base. You can separately order your Missile Launcher squads to attack structures or vehicles while ordering your other squads to go after the enemy infantry.



Organize your groups of squads by the types of heavy weapons they carry.



Heavy and light cover can give your squads an advantage over the enemy.

Terrain

Unlike many RTS games, *Warhammer 40,000: Dawn of War* uses terrain for more than just eye candy. Different types of terrain have different effects during combat. Let's take a look at the five main types of terrain.

Open Terrain

Open terrain is the standard terrain for most maps. It does not affect movement or combat.

Light Cover

Light cover consists of brush, high grass, or shallow craters. This type of terrain slows down units that move through it. Light cover also decreases the effects of ranged weapons fired at infantry and walker vehicle units in this terrain. Morale recovery is increased for squads in light cover.

Heavy Cover

Heavy cover consists of forests as well as deeper craters. It slows down units more than light cover and offers them greater protection against ranged weapons. The rate of Morale recovery is also increased.

Negative Cover

Negative cover, such as shallow rivers, not only slows units down as they move through, but it also makes units more vulnerable to enemy fire.

Impassible Terrain

Most units cannot cross impassible terrain. However, those that have abilities such as Jump Packs or Teleport can use them to move from one side of impassible terrain to the other.

Use the Right Squad

Each type of squad has its own strengths and weaknesses. While the Space Marine Squad is fairly versatile, it becomes more specialized when heavy weapons are assigned to it. As a commander, you need to know what type of squad to use against various enemy units. At the beginning of the *Dawn of War* campaign, you face mostly basic Ork squads—Slugga Boyz and Shoota Boyz. Neither has much armor, so Flamers and Heavy Bolters work best on them. Plasma Guns would be a waste. When you face vehicles, don't send your Flamer squads to attack it. Vehicles do not have Morale, so the key function of Flamers is lost on it. Instead, use Missile Launcher squads. Knowing what your enemy is using helps you determine the types of squads you build. Then, during a battle, make sure you have the correct squads so you can take advantage of the enemy's weaknesses.

Vehicles

Vehicles are an important part of your army. However, they are not the main force—though a few of the more powerful vehicles might seem an army in themselves. Use vehicles to support your infantry squads. In most cases, vehicles are most effective against other vehicles and structures. Have these vehicles engage enemy vehicles and destroy their base. Use your infantry to deal with the enemy's infantry.

Vehicles can make up for the firepower or types of weapons that the infantry might lack. For example, Assault Marines cannot carry any heavy weapons and are primarily a close-combat unit. The Land Speeder makes a great support vehicle for Assault Marines because it shares their ability to Jump over impassible terrain and comes armed with ranged weapons that can supplement the squad's firepower.

Each race has at least one transport vehicle. Some of these are armed while others are not. Even if unarmed, transports can be a great support for your infantry. An infantry squad is immune to attack while riding a transport—the transport's health takes the damage. If you must move infantry through a dangerous area where the enemy has lots of defenses, load up your squads in transports. Use them to race your infantry to a safer location so you can unload them, fresh and ready for battle.

While many vehicles are armed with only ranged weapons, some have close-combat weapons. These are the walker units that advance into battle on mechanical legs. As such, these vehicles are often good for engaging enemy infantry. In fact, a group of them can lay waste to most things in their path. While infantry support is useful, it is not always necessary.



Vehicles add a lot of firepower to your army, but are vulnerable without infantry support.

Chapter 6: Advanced Strategy and Tactics

The downside to vehicles is their lack of ability to be repaired. They take damage until they are destroyed. Because of this, you do not need to monitor them as much as you would infantry squads, because you cannot reinforce vehicles. You must build new vehicles back at your base.

Upgrades are available for certain vehicles. These can consist of research that gives a vehicle certain abilities, such as Smoke Launchers or more armor. Upgrades can also be new weapons added or substituted for less-powerful weapons. Before selecting an upgrade for a vehicle, determine what its role will be. For example, the Predator tank is effective against infantry and structures. Adding Lascannons gives it a lot more punch against enemy vehicles. However, if the enemy does not use many vehicles, a fully upgraded Predator is of little use.

You can build groups of both vehicles and infantry. This is a good way to keep them together for mutual support. However, have at least one hot key for just the vehicles. That allows you to select them quickly to attack a specific target or to move around the enemy's flank to hit them from the side or rear.



Dreadnoughts can get in close to the enemy and mix it up in melee combat.



Turrets provide a good defense against enemy attacks. However, keep some infantry around as well.

Defending Your Base

In every mission, you must build a base. Bases are where you build new units and perform research. Without a base, your army will wither and die. It's important to protect your base from enemy attack. However, before you begin building Minefields everywhere, consider a few things. First is the terrain on which your base is built. Is there impassible terrain that limits the enemy's access to your base? The second consideration is how you plan to defend the base. Will you use infantry and vehicles, defensive structures, or a combination of both? Is your base actually threatened? In some campaign missions, the enemy doesn't even make an attempt at your base, freeing up valuable resources for offensive actions.

Try to engage the enemy away from your base, hitting them before they get close enough to start damaging your structures. Hopefully the terrain funnels enemy advances into one or two paths that you can easily cover. Build Turrets at the edge of your base closest to the routes the enemy will take. Select the right kind of Turrets: Bolter Turrets for infantry and Missile Turrets for vehicles. While Turrets can be built only in zones of control, you can build Minefields anywhere. The best place to put them is in terrain through which the enemy must pass. You can even put them in the entrance passages to the enemy's base, so when their troops march out to attack you, they hit your Minefield right away. Don't forget about your Listening Posts. Upgrade them so they are armed and can help defend your base.

However, defensive structures are not enough to stop a determined enemy. The enemy army can stay out of range of your defenses and bombard them with long-range fire, or just rush past them to attack your base. Therefore, always keep some infantry squads or vehicles back to secure the base. Use them to engage the enemy before they reach the base, and also to hit them with melee combat as they get in close. Use infantry to repel attacks from unexpected directions.

Dealing with Invisible Enemies

Nothing is more frustrating than having invisible enemies sneak past your defenses and reach your base unchecked. To avoid this, use units (like the Scout Marine Squads) that can see through the Infiltration ability. This is very important when fighting against the Chaos Space Marines because their basic Chaos Space Marine Squad has this ability. Your Scouts can even use their own Infiltration ability, serving as invisible lookouts for your Turrets and defending units.

On some maps, there may be only one route between your base and the enemies. If this is the case, your advancing army acts as the defense for your base—the enemy must get past it to reach your base. Position units across the route's width to prevent enemy units from sneaking by; also, keep a few units back to deal with any enemies who might get past.

On the Offense

You'll never win a mission by staying back and defending your base. In fact, unless you take the initiative, you'll probably lose—especially if the enemy advances fast and throws everything at you. Remember the old adage: "The best defense is a good offense." If you hit the enemies hard, they are forced onto the defensive and can't worry about attacking your base.

Assaulting the enemy requires several steps, and these are listed here. (While you could build a mob of units and order them to run for the enemy base, you are more advanced than the common Ork—even though some Orks find success with this strategy.)

Reconnaissance

Warhammer 40,000: Dawn of War features the Fog of War during missions. This means you cannot see areas of the map that are not currently within the sight radius of your units. You can see the terrain and other features of the battlefield, including Strategic Locations, but you have to have units in the field to see enemy units



Scouts can sneak around the map, locating enemy units and bases for your troops.

Chapter 6: Advanced Strategy and Tactics

and structures. This is where scouting units come in. These squads have the Infiltration ability and a longer sight radius than other units. Send your Scouts around the battlefield while invisible to locate enemy squads and bases. You can even position these types of squads near the entrances to enemy bases or along routes that the enemy must travel. Your Scouts then can offer warnings about enemy movement.

Knowing where the enemy is and what types of defenses and combat units the enemy has helps you better prepare your own army to take advantage of any weaknesses they might have. Another good scouting unit, available only to the Space Marines, are the Skull Probes. Though they last only a short while, you can build several Probes, activate their Infiltration ability, then send them out. If you are near your squad cap, give a Listening Post an overwatch order to produce Skull Probes. When one expires and the squad cap has an available slot, another is built.

Raids

You don't have to wait until you build up a big, powerful assault force to attack the enemy. Attack the enemies as much as possible—don't allow them a chance to rest and regroup. Raids are a great way to hit the enemies and force them to deal with you on your terms.

The objectives for raids should be limited. It might consist of taking out an enemy's builder units, capturing enemy-controlled Strategic Points, attacking a specific structure, or engaging the enemy army while it is still fortifying.

Raids can be made by any type of unit. For example, you could send a couple Predator tanks into the middle of the enemy army and let them blast away until they are destroyed. While that approach can disrupt an enemy, subtle and stealthy raids are more beneficial.

For those types of raids, use fast units that can cross impassible terrain with abilities such as Jump Packs or Teleport. Space Marine Terminators are good for this type of attack, because of their Deepstrike ability.

After you have your units for the raid, do not allow the enemy to detect them as they advance across the battlefield. Use Jump Packs or Teleport to get past defenses and into the enemy's rear area and bases.

Targeting Plasma Generators is a good place to start. They're easier to destroy than other structures, they cause collateral damage when they blow, and taking them out cuts down on the enemy's supply of power—reducing their ability to build their army and research new abilities.

Listening Posts make good targets because they are physically all over the battlefield and thus not heavily fortified. While you may not be able to capture and hold a Strategic Point, you can at least deny it to the enemy. Destroy the Listening Post and try to capture the Strategic Point. That ends the enemy's supply of requisition from that location. Then stay back and take out any enemy units sent to reclaim it.

Limit your raiding parties to just a few units. You don't want to take away a lot from your army. You just want to force the enemy to send troops after your raiders. Your raiding party does not have to be expendable—use their special abilities to hit fast, then get away so you can hit somewhere else and keep the enemies on their toes.



Raids are a good way to keep the enemy off balance.

Reduce Defenses

Most missions require you to completely destroy one or more enemy bases. Before you rush in your army, reduce their defenses. Locate enemy structures with weapons such as Turrets and upgraded Listening Posts. Your Scouts should have already located them for you. Using your Scouts as spotters, use long-range weaponry like Missile Launchers or vehicles with such weapons to bombard the enemy defenses. The key here is to cause as much destruction as possible without exposing your forces to enemy fire. In addition to structures, you might even bombard enemy squads defending the base.



Bombard enemy defenses with long-range fire.



Assaults on an enemy base, especially large bases, require you to constantly track the status of your units.

Final Assault

Once you have all of the enemy defenses down, rush your army to the base. Assign your Missile Launcher squads and vehicles to go after structures, and have your other infantry squads deal with the enemy infantry. Assaults can be quite bloody. Be sure to monitor all of your units. If you start to take a lot of casualties, pull back and give your units time to reinforce and replace their losses. Bombard the base while you regroup and regain your strength. Then hit the enemy again. Hopefully you took out some structures that build enemy units, preventing the enemy from quickly creating new defenders for the base. Keep the pressure on. Don't give the enemy a chance to rest and regroup. Use special abilities such as Melta Bombs that cause a lot of damage to structures and vehicles, and concentrate your fire on one structure at a time. When it is destroyed, target another structure and continue this tactic until the base has been neutralized.

Chapter 7

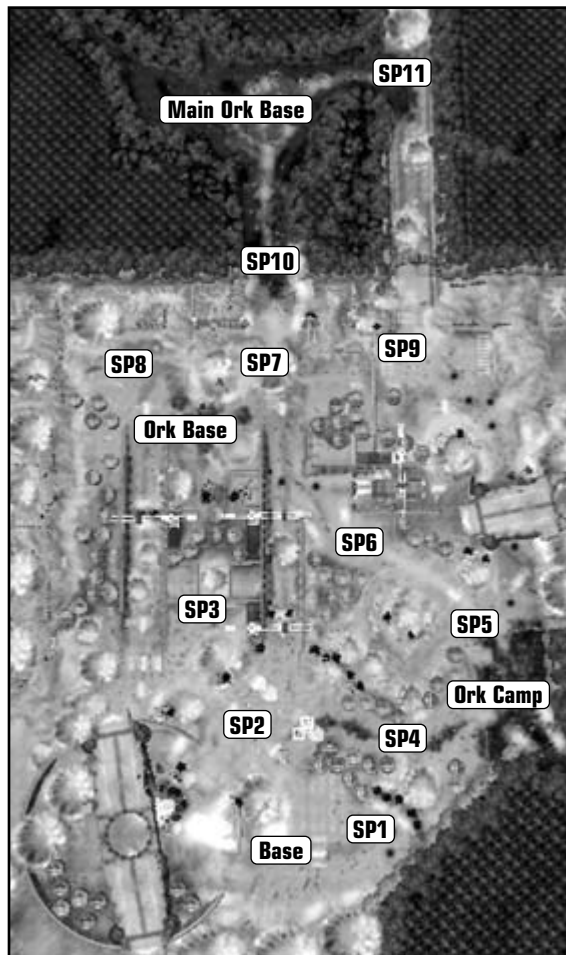
Planet Fall

The first mission of the Dawn of War campaign puts you in command of a force of Blood Raven Space Marines. The Orks have begun an assault on the planet's Spaceport. Though the Imperial Guard troops have defended the port, they are about to collapse. Your job is to get rid of all Orks.



The Orks are overrunning the Spaceport.

Mission Map



Objectives

Primary

- Proceed with caution.
- Establish a base.
- Capture the three Strategic Points.
- Build a Chapel-Barracks.
- Build an Armory.
- Build a Listening Post.
- Build a Plasma Generator.
- Locate the first Ork camp.
- Destroy the Ork camps.

Secondary

- Save the Tartarus Defense Force.
- Upgrade the Stronghold.
- Secure the port.
- Cleanse the port.

Tactical Walkthrough

You're given a few basic objectives at the mission's start. As you progress through the mission, you're given additional objectives. For the sake of this walkthrough, the end of the map where your troops land is considered south, using the Mini Map as a reference, with the top right of this map being north. Consult the Mini Map for directions because you can rotate the main view.

Landing

When the mission begins, the Tartarus Defense Force and the Orks are locked in battle, but an area has been cleared for you to land a headquarters structure. Your initial force, consisting of a Force Commander and a couple of Space Marine Squads, starts next to your landing position. The first thing you should do is take care of your commander. Attach him to one of your squads by clicking on the Attach button in his unit menu and then clicking on a squad. It does not matter which because they are all initially the same.

East of your base is SP1 (Strategic Point 1), a small circular point on the ground. This is a Strategic Point. Taking control of this provides a flow of requisition resources that you can use to call in more units. To take control of the point, select one of your squads and click on the point. This takes some time, during which the squad cannot fight, so always make sure the area is clear when you do this. If necessary, you can order the squad to move or attack, but then you must begin the control process over from the start. The area is clear, but later in the mission your squads may come under attack while capturing a Strategic Point. Send your other squad north of the base to locate another Strategic Point at SP2. Take control of the point.

Setting up Your Base

While your squads take control of SP1 and SP2, start setting up a base. Once your Stronghold is complete, you can take control of the two Servitors. These units set up your structures and repair them as they receive damage. Put your Servitors to work.

Put the first Servitor to work constructing the Chapel-Barracks. This allows you to request more Space Marine Squads. Send the second Servitor to one of the Strategic Points and build a Listening Post. These structures not only expand your control zone and increase requisition resources received from a Strategic Point, but they also make it more difficult for the enemy to capture; they must destroy the structure before taking the Strategic Point. Build Listening Posts at all of the Strategic Points you control throughout the mission.



Take control of the Strategic Points around your base. They provide requisition resources.

Set up your base by constructing an Armory. Request additional squads one at a time. You need a total of four. Ordering more than one at a time puts the others in a queue. However, you must pay the cost up front, tying up points you could use for other things. Though you have requisition resources coming in, you also need power. The amount you begin with is enough to get started. However, you need to build a Plasma Generator to add to your power points. A second Plasma Generator will increase the rate at which you receive power.

Organizing Your Army

Once the Armory is completed, your squads can be assigned heavy weapons. Initially, each squad can carry only two heavy weapons. The Heavy Weapon upgrade, researched at the Armory, can increase the number of heavy weapons to four per squad. You can choose from a Flamer and a Heavy Bolter. Because you will be dealing with infantry, assign one of your squads all Flamers and the other all Heavy Bolters.



Use your heavy weapon squads to clear out the Orks in the southern part of the map—to the north and northwest of your base.



The Servitors are the builder units. Use them to build a base at the Spaceport.

While the Chapel-Barracks is turning out new squads, send your two veteran squads, with their new heavy weapons, northeast from SP2, where they have to defeat an Ork squad. Send them to SP3. Eliminate the Orks north of this Strategic Point, then take control of SP3. After both squads have received their full compliment of Flamers or Heavy Bolters, send them west of SP3 to engage some more Ork Squads. Monitor your units in combat. As your squads take casualties, call in reinforcements. Watch the heavy weapons because you may need to replace those as well. After you defeat them, this southern part of the battlefield is secure. Send your squads southeast toward SP2. Hold at SP2. Send a Servitor to build a Listening Post at each of the Strategic Points you have captured.



As the new squads arrive, notice that each has only four soldiers. Reinforce them to increase the number in the squads. Click on the Reinforce Squad button four times to add four additional soldiers. Or right-click on the button to set an overwatch order. This continues to add soldiers until the squad has reached its max. Overwatch orders are a good way to build up your squads and to reinforce and replace your casualties during battle. Be sure to add heavy weapons. Your goal is to have four squads. These are your two original squads plus the two more you built. When they are complete, you should have two squads with four Flamers each and two squads with four Heavy Bolters each. Due to the squad cap, you cannot build any more Space Marine Squads.

Once completed, organize your four squads into two groups. Then assign hot keys for each team of two squads. Select a Flamer Squad and a Heavy Bolter Squad you want to combine and then, while holding [Ctrl], press [1]. Repeat the process for the other two squads, assigning them to [2]. With a single keystroke, you can call up a couple squads and give them an order. At times, you may want to select all four of your squads. Group them together and assign them to [3].

Cleansing the Port

It's time to begin wiping out the Ork masses assaulting the port. Look at the Mini Map to see a number of dots. The green dots represent your units and structures. Blue dots are friendly troops—in this case the Imperial Guards. The red dots are the Orks. Red dots show up only if your units have located and seen the Orks. Purple dots show you the location of Strategic Points. The yellow flash icons represent areas where combat is taking place.

Amass your squads at SP2. Because of the terrain, the only way to get to the northern part of the map is along the eastern edge. Don't leave any troops by your base to defend it because you eliminated the Orks in the southern part. Any Ork attackers have to come through this eastern passage to get to your base. Advance your squads toward SP4. To the east of this Strategic Point is a small base with just some Waaagh! Banners and Da Boyz Hut. There might also be some Orks defending this base. Lead with your Flamer squads, followed by the Heavy Bolters. The latter team requires a little time to set up its heavy weapons after they stop moving. Order the Flamers to attack the Ork infantry while the Heavy Bolters target the structures.



Assault the first Ork Base near SP4.



Save these soldiers from the Orks.

Order one of your squads to return and take control of SP4 while the rest advance to capture SP5. Once you have both Strategic Points under your control, have a Servitor build Listening Posts on each. Along the way to SP6, there are some Tartarus Defense Force soldiers fighting off squads of Orks. Send one of your teams to defeat the enemy. Then advance your other team north of SP5 to locate some more Ork squads. Kill them all.

Send your squads on to SP6 and hold. Now assign a squad to take control of SP6. Have a Servitor build a Listening Post here. To the west of SP6 is a squad of Orks attacking more soldiers. Send one of your teams to deal with them.

It is now time to advance on the Ork base. Send both teams toward SP7. Attack the Ork structures in this area, clearing them all out. By taking out Da Boyz Hut, you prevent new Ork squads from arriving to attack you. Your troops will be under heavy fire since every Ork structure is armed to defend itself. If you see a squad taking casualties, reinforce it.



Begin the attack on the Ork base near SP7.



There are more soldiers near SP8.



Help relieve allied troops under attack by the Orks.

You also have to watch their Morale. If the blue bar under a squad icon gets low, the squad can break. If this happens, move them back from the fight so their Morale can return to its normal level.

tip



Don't worry about capturing Strategic Points while you are still clearing out the Orks around the Ork base.

tip



When you order a team to attack an enemy squad, the Flamers automatically take the lead because their weapons have the shortest range. As such, they usually will take the brunt of the casualties.

Chapter 7: Planetfall

With the Ork base destroyed, continue to SP8. Northwest of this position, you find Orks attacking more soldiers. Defeat the Orks to allow the soldiers to withdraw. Assign squads to take control of SP7 and SP8 while you send a team south of SP8 to locate and destroy the last Ork squad in this area. Build Listening Posts at each of these Strategic Points.

Assault on the Main Ork Base

With the port secure, eliminate the Orks and their base. The base is located along the northern map edge and can be accessed through a valley at SP10, as well as through the gate by SP9. For the final assault, you'll launch a two-pronged attack. One team moves through the gate and then north into the camp, while the assault team advances through the valley north of SP10.



The assault team helps out an Imperial tank.



The eastern team advances on SP11.



The western team advances on SP10 prior to assaulting the Ork Main Base.

Move the team at SP9 first. Advance toward SP11, eliminating all Orks along the way, as well as those north of this position. Take control of SP11, and position your squad to attack Orks coming from the main base. Now take control of the other team and send them to clear the valley and take control of SP10. You are now ready to assault the Ork Main Base. Send the team at SP10 into the base. The key is to move in just enough to begin firing at a structure or group of Orks. Once it is eliminated, move a little farther. Meanwhile, the other team comes in from the flank and does the same. This can be a tough fight. If you start losing lots of troops, pull back to the base entrances and reinforce. You may need to call in some new Space Marine Squads at the Chapel-Barracks if you lose squads. Keep the pressure on and once you have eliminated all structures and Orks, the mission will be complete.

Chapter 8

Infiltration

The Orks have taken the Waterworks and established bases in the surrounding valley. The Blood Ravens have been ordered to reconnoiter the area, and neutralize the Orks and their bases.



This mission starts out with only two Scouts. However, they are enough to get you started.



Objectives

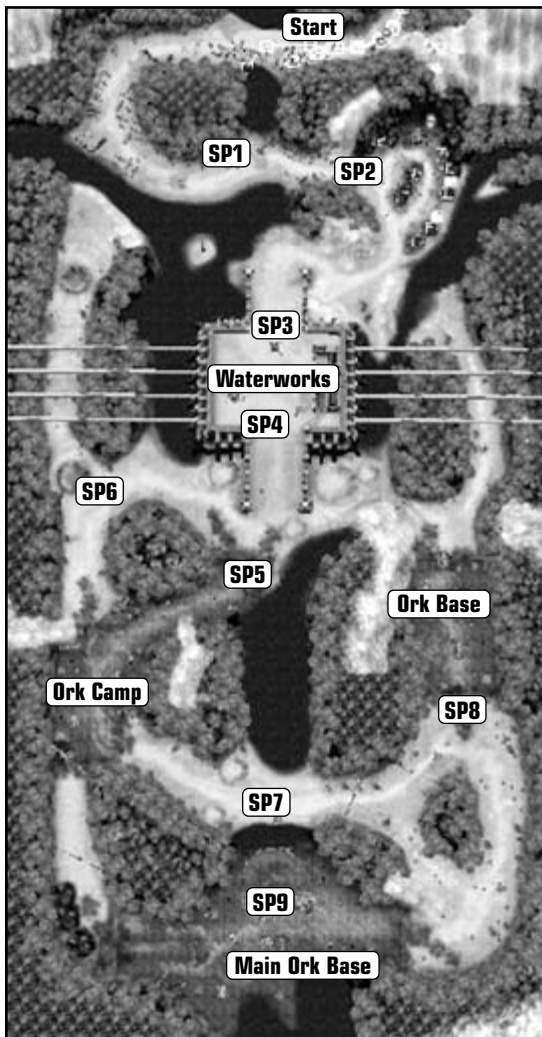
Primary

- Reclaim the Waterworks.
- Cleanse the valley.

Secondary

- Use the Infiltrate ability.
- Kill the Orks on the land bridge.

Mission Map



Tactical Walkthrough

You begin with a squad of two Scout Marines for this mission. However, they are capable of carrying out their assignments until the rest of the Blood Ravens arrive. Your squad starts off in the map's northeastern corner. The Waterworks is located in the center.

Reconnaissance

Take control of your Scout Marine Squad. Don't worry about upgrading it to four Scouts yet. You can do that later. The Scouts must make their way toward SP1. However, there are several squads of Orks along the way. Scouts do not stand a chance, so use stealth. Activate the Scouts' Infiltration ability. This makes them invisible to Orks. Now you are ready to move out.



Use Infiltration to slip past these Orks.

To get to SP1, move west. Take it slowly, clicking a little ahead of your squad. Avoid the Orks as you round a bend. Head south, then east toward the Strategic Point. Before you get to SP1, you receive a message from the Force

Commander and a new objective; eliminate the Orks on the land bridge next to SP1. That would be nearly impossible for your Scout Marine Squad. However, the Force Commander sent you a Scout Marine Squad armed with Sniper Rifles.

Send the first Scout squad ahead, still using Infiltration, past the Orks by SP1. They extend your sight radius to allow your snipers to see the Orks at long range. Now select your second squad of Scouts and right click on the Ork closest to them. Your Scouts move within maximum range for the sniper rifle and fire. The first shot should take down one, if not two, of the Orks. Stay put and continue to fire. Because the firing Scouts are outside of the Orks' sight radius, they are undetected and the Orks will not come after them. Continue shooting until all the Orks by SP1 are down. Though you don't have a base yet, order your first squad of Scouts to take control of SP1. That allows some requisition resources to begin trickling in. Reinforce both of your squads up to four Scouts each.

Your snipers in the second Scout squad are through shooting for now, so activate their Infiltration ability. Send them toward SP2. Near this Strategic Point are an Ork Da Boyz Hut and some Orks. Continue south, past more Orks, then west to a ramp leading to the Waterworks. Head up the ramp and look around. There is an Ork base at the Waterworks.



The sniper Scouts take out the Orks on the land bridge at SP1.



You must take out this Nob at the top of the ramp.

Assault on the Waterworks

At the top of the ramp is a Nob along with a squad of Orks. Bring both squads to a position north of the ramp, next to the water. Position your sniper Scouts by the water, with the other squad in front. Deactivate the sniper Scouts' Infiltration ability. This allows them to start shooting as soon as the Ork squad walks down the ramp. Don't deactivate the other squad's Infiltration yet. Use them to extend your snipers' sight radius. When the Orks are in range, your snipers start firing. Hopefully they can take out a couple before the Orks come after your Scouts. As soon as the Orks charge, deactivate the second squad's Infiltration so they start fighting. With eight Scout Marines, you can take out this squad. Reinforce any losses as needed. If you stay put by the edge of the water, no other Orks will come to attack you.

Once the Ork squad is history, reactivate the second squad's Infiltration ability and send the squad up the ramp. When you see the Nob at the top of the ramp, order your snipers to attack. They move to maximum range again and start shooting. This Ork is tough, so it takes several hits to kill him. As long as you stay at long range, he won't see you.

Chapter 8: Infiltration

Once the Nob is dead, you receive additional troops from orbit. The Force Commander leads down a couple Space Marine Squads. One is equipped with two Heavy Bolters while the other has two Missile Launchers. They drop on the ramp, or in the base. Don't stay there or you will be outnumbered and take a lot of casualties. Instead, withdraw all of your squads to the bottom of the north ramp to regroup and ready your assault. Activate your Scouts' Infiltration so they do not get killed, and attach the Force Commander to the Heavy Bolter squad. Take down any Orks heading down the ramp as they come at you. Keep the Missile Launcher squad behind the Heavy Bolters if possible. You do not want to lose any of your troops carrying the Missile Launchers since they are the only two you get during the entire mission. Reinforce any losses as necessary.

tip

If your Scout Marine Squads are both killed before they can take out the Nob, don't worry. The Force Commander still sends down an attack force to clear the Waterworks. You just won't have any Scouts.



With your invisible Scouts spotting at the top of the ramp, use your Missile Launchers at long range to take out structures at the Waterworks.

Send one of your invisible Scout squads up the ramp to see what the Orks are doing. They also serve as spotters for your Missile Launchers, allowing them to attack structures from outside the structure's sight radius. This means you can shoot at the enemy without them knowing where you are. Keep the Heavy Bolters in front to deal with any Ork squads coming from Da Boyz Hut. Attack Da Listenin' Post first, then Da Boyz Hut, and finally the Waaagh! Banners. By engaging at long range, you keep casualties to a minimum. Once all Orks and Ork structures are destroyed, the Waterworks is yours.



Build a Stronghold and take control of Strategic Points.

Establish a Base

With the Waterworks in your hands, you receive a couple of Servitors. Set up a base and order them to work on a Stronghold. Meanwhile your squads can capture SP3 and SP4 at the Waterworks. The Orks should leave you alone for now. Position one squad at the top of each ramp after they secure the Strategic Points. Then assign one of the Servitors to build Listening Posts while the other finishes the Stronghold. You also need a Chapel-Barracks, an Armory, and a couple Plasma Generators at the base. Upgrade the Stronghold to a Monastery so you can add Sergeants to your squads. Research methods to increase your squad cap as well.

Produce a new Space Marine Squad as soon as possible and position it at the top of the southern ramp. Then take your two veteran squads to clean out the northern part of the map. Research Frag Grenades at the Chapel-Barracks to give your squads additional anti-infantry firepower. Send your two veteran squads towards SP2 while the Armory researches how to increase the number of heavy weapons per Space Marine Squad to four and improve the accuracy and health of your squads. Take a Scout Squad to locate Orks ahead of them. At SP2, order your Missile Launcher squad to attack Da Boyz Hut while the Heavy Bolter squad eliminates the Orks. A Scout Squad can take control of SP2 while you send your other squads past SP1 toward your starting location, killing all Orks along the way. Send a Servitor to build Listening Posts at SP1 and SP2, then return your squads to the Waterworks. The north is now clear.

Before you begin clearing out the Orks in the south, you need five squads: two Flamer squads, two Heavy Bolter squads, and your Missile Launcher squad. Because you cannot add more Missile Launchers to this squad, fill out its Heavy Weapons allotment with a couple of Heavy Bolters.



Send a couple squads to clear the area north of the Waterworks. After Da Boyz Hut by SP2 is destroyed, you cannot build Ork squads cannot be built in the north.



The assault on SP5 begins with a volley of missiles.

Cleansing the Valley

Your first task in the south is capturing SP5. It is just south of the Waterworks. Send your squads to destroy Da Listenin' Post and capture the Strategic Point. Orks will attack from the Ork base to the west, so position a Heavy Bolter squad and the Missile Launcher squad to the southwest of SP5. Order a Servitor to build a Listening Post there and upgrade it to a Fortified Position so it can defend itself. Meanwhile, send the other three squads around to the northwest to capture SP6.

tip

Don't forget to use your Frag Grenades when attacking Ork squads. When you select your squads, click on the squad icon in the Unit Information window to select that squad without deselecting the others. Then click on the Frag Grenade button and target the enemy to throw the grenade. While this squad's ability is recharging, switch to a different squad and throw a grenade.



Chapter 8: Infiltration

With these two Strategic Points under your control, take out the Ork base south of SP6. Converge on the Ork base from two directions with your divided army. Lead with the Flamers and Heavy Bolters, targeting the Orks in the base while your Missile Launcher squad goes after the structures. Reinforce your squads' losses and Rally them as needed. After you have destroyed all the Orks and structures here, take a breather and bring your squads up to their cap strength again. You have a big fight ahead before you get another chance to regroup.

You should still have two Scout Marine Squads. If not, build a couple and send them out ahead of you. Using the Infiltration ability, send one past SP7 and around to SP9, which is at the main Ork base. Order the second Scout Squad to move to a point past SP7 to see what the Orks have in store for you.



A Flamer squad leads the way into the Ork base, demoralizing the Ork squads so they are easier to kill.



Your Missile Launchers can hit Da Mek Shop in the main Ork base if you send Scouts in to act as spotters.

Send your army to capture SP7. As usual, lead with your Flamers. Take out Da Listenin' Post and the nearby Orks, then get ready for attacks from the east. Position your Flamer squad east of SP7, along with your Heavy Bolters and Missile Launchers next to the Strategic Point. Your Scout squads in the main Ork Base south of SP7 can spot for your Missile Launchers. Target Da Mek Shop first. This is producing Killa Kans, and the faster you can take out this structure, the sooner this Ork walker's attacks stop. However, as soon as a Killa Kan appears to the east, order your Missile Launcher squads to attack it. Once it's down, continue firing on Da Mek Shop. You can destroy several structures in the Ork main base from SP7. The more you destroy now, the less you have to worry about later.

The Orks keep sending squads from their base at SP8 to attack you. After you maximize damage to the main base, send your army east. Advance slowly, destroying structures with your Missile Launchers while your other squads deal with the infantry. Have your Scout squad stay invisible and ahead of your army to locate squads and structures for your troops to attack. This base stretches far north, so take out all structures. Take a break to bring your squads up to their maximum firepower before making the final assault on the main Ork base. If you lost entire squads, build more at the Chapel-Barracks and send them to the front.



Keep moving north as you clear out the Ork base near SP8.



The fight for the main Ork base.

Now send your Army south toward the map's southeastern corner. Eliminate any Ork Squads and Waaagh! Banners you encounter, then turn west and advance toward SP9 and the main Ork base. Your Scout squad can be a spotter, allowing your troops to fire at the enemy from maximum range. Advance cautiously; the structures are armed and can cause damage in addition to any you take from Ork infantry. However, because you already took out many of the main base's structures, you should have no trouble mopping up the remaining structures and squads. By the time you clear out this area, all Orks should be cleansed from the battlefield and the mission ends in success. If it does not end, send your Scouts out and about to see if you missed any Orks somewhere on the map.

Chapter 9

Under Siege

The Ork invasion is more serious than we originally imagined. The Imperial Navy, with the help of the Blood Ravens' Battle Barge, the *Litany of Fury*, has regained tenuous control of the space around the planet. However, the number of Ork troops and supplies that have reached planetside exceeds our original estimates.

The Ork menace has spread throughout the planet's low population areas. Civilians are fleeing en masse to the cities, where they hope the higher concentration of Imperial Guard squads can protect them.



The Force Commander has decided to make a stand at Magna Bonum.

Due to our recent actions we were able to destroy several Ork forward encampments and kill many of their leaders, so we can expect a respite from further Ork attacks in the area. The Blood Ravens have returned to the capital city of Magna Bonum to prepare the defenses during this downtime.

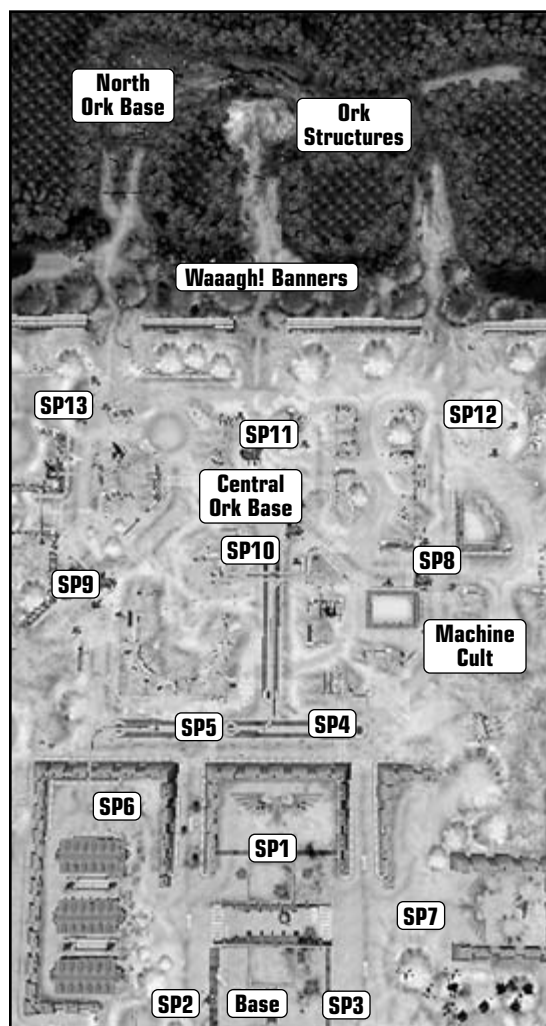
Objectives

Primary

- Capture the Strategic Points.
- Retake the city.

Secondary

- Locate the lost troop.
- Destroy the Ork structures.



Mission Map



Imperial Guard squads help you defend the base from the Ork attacks.

Tactical Walkthrough

For this mission, you begin with both the Force Commander and the Librarian. In addition to a couple of Space Marine squads, you have the start of a base. While you need to add some structures to the base, you can produce squads right away. You even control three Strategic Points already.

Defend the Base

When the mission begins, your troops are under attack. While your leaders are near SP1, you also have a squad at both SP4 and SP5. Unfortunately, these are half squads, with only four Marines each. So your first task is to select each squad in turn and give them overwatch orders to reinforce. Attach the Librarian to one of the squads and the Force Commander to

Chapter 9: Under Siege

the other. The two squads of Imperial Guards next to each of your Space Marine Squads will help you defend these two Strategic Points against Ork attacks. Hold these positions because they are also the entrances to your base.

After you give your squads orders, turn to your base. At the Chapel-Barracks, order a couple more Space Marine Squads. Order your Servitors to construct an Armory and another Plasma Generator. At the Stronghold, build a Scout Marine Squad, research Infiltration, then increase your squad cap. After you complete the Armory, research heavy weapons to increase the number of these your squads can carry. Also upgrade your squads at SP4 and SP5 with Heavy Bolters.



Add an Armory to your base so your squads can upgrade with heavy weapons.



Capture the Strategic Points near your base.

Your initial Space Marine Squads, along with the Imperial Guards, should have been able to drive off the Orks attacking your base. After it is clear, order each to take control of the Strategic Point they are guarding. Send Servitors to build Listening Posts when they are available. There are two unclaimed Strategic Points in your base—SP6 and SP7. Send your two new Space Marine Squads to take control of them. Build Listening Posts on them to increase the requisition resources you receive. As you can afford it, build as many Space Marine Squads as possible. Increase the squad cap as much as you can at the Stronghold. Along with your two Servitors and Scout Marine Squad, you should have seven Space Marine Squads. Assign each team four of a single type

of heavy weapon. Divide them into two teams. Team 1, assigned [1] as a hot key, is at SP4 and consists of a Flamer squad and two Heavy Bolter squads. Team 2, assigned [2] as a hot key, is at SP5 with a Flamer squad and three Heavy Bolter squads. Upgrade all you can. Frag Grenades at the Chapel-Barracks and the Marine upgrades at the Armory help make your squads more effective against the Ork hordes.

Finding the Lost Troop

While you build your army, send out your Scout Marine Squad, using its Infiltration ability. Avoid the area around SP8 to begin with. That is where the lost troop is. You don't want to find it until your army is ready. Your Scouts will find small Ork encampments



Find the lost troop to add three Dreadnoughts to your army.

at SP9, SP12, and SP13. The central Ork base is between SP10 and SP11. Position your Imperial Guard squads to defend SP4 and SP5. Also give each of these squads reinforce orders to bring them up to their cap of 15 soldiers each.



Team 1 moves on SP8, clearing the Ork camp with the help of the Dreadnoughts.

Whether Team 2 is able to take SP9 the first time or not, when Team 1 is ready, attack the southeastern structures of the central Ork base, near SP10. The attacks by Team 1 can draw off Orks from the west, allowing Team 2 to secure SP9. Team 1 should move in, take out a structure or two, kill Orks, then pull toward SP8 to reinforce.

Assault on the Central Ork Base

With SP8 and SP9 under your control, make sure your Space Marine Squads are up to their squad cap and maximum number of heavy weapons. Leaving one Imperial Guard squad at SP4 and another at SP5, bring the other two to protect the Listening Posts your Servitors built at SP8 and SP9. Position them in cover if available. Use your Scouts to move into the central Ork base to see the enemy troops and structures. Move Team 2 into a position west of the enemy base, so they can fire on enemy structures. This pulls

note

The Imperial Guard squads are armed with laser rifles. While these squads are not as powerful or armored as Space Marines, the Imperial Guards are great for defending Strategic Points.

After Team 1 is ready, send the Scouts to SP8. To the southeast are a packed up Machine Cult along with two Dreadnoughts and a Hellfire Dreadnought. After you approach the lost troop, you take control of it and the Dreadnoughts attack the Ork structures at SP8. Move in Team 1 to help out. Wipe out the structures, and when it is clear, order one of your squads to take control of the Strategic Point. Bring a Servitor forward to build a Listening Post here.

Order your squads to reinforce to replace their casualties. Switch to Team 2. This team does not have the Dreadnought support, but can manage on its own. Send it to SP9 to reduce the Ork camp there. If you take lots of casualties, withdraw toward SP5 and build your squads. This is necessary if the Orks send their army to help defend this position.



Team 2 faces the bulk of the Ork army—pull back and regroup.

Chapter 9: Under Siege

most of the Ork army to the west, just in time for Team 1 and the Dreadnoughts to come in from the east. Use the Dreadnoughts to attack the Looted Leman Russ Tanks the Orks are using.

Pull your teams from the central Ork base if they take too many casualties. Be careful with your Dreadnoughts. You cannot produce any more, so don't lose them. The Ork infantry concentrates its fire on the Dreadnoughts, so keep them safe. Also, use your Frag Grenades during the assault. Because each squad has this ability, throw several Frag Grenades right at the start and stun lots of Orks before they can fire at you.

tip

Keep a close watch on your squads during their assaults. The Flamer squads take the most casualties because the Flamer's short range puts these squads in the front of an attack.



Wiping out the Ork structures at the central base helps prevent the Orks from creating so many new squads to come and attack you. After the area is clear and secure, order a couple of your squads to take control of SP10 and SP11. Bring up the Imperial Guard squads from SP4 and SP5 to defend them. Reinforce your Space Marine Squads up to full strength, then continue your assault on the enemy. If you have lost squads, build new Space Marine Squads at the Chapel-Barracks and send them to the front.



Use Dreadnoughts, especially the Hellfire Dreadnought, to attack the Looted Leman Russ Tanks.



Imperial Guards defend a Strategic Point.



The Flamer squads lead the way as Team 1 heads for SP12.

Retaking the City

You need to capture two more Strategic Points. Send Team 1 to SP12 while Team 2 goes for SP13. Use the Dreadnoughts where you need them. After the central base, these small Ork camps will be no trouble. Bring your Imperial Guard squads from SP8 and SP9 forward to cover these positions while your Space Marines take control of the Strategic Points, and the Servitors build more Listening Posts.

The Space Marine advance takes you to the city's northern wall. Just outside the city's gates, the Orks have built a line of Waaagh! Banners. Use both of your teams to take them out. While your Dreadnoughts work well against these structures, your teams of infantry do fine also. Pause between each group of Waaagh! Banners to reinforce as needed. After you destroy them, take out the Ork base in the north woods.



Destroy the line of Waaagh! Banners outside the city walls.

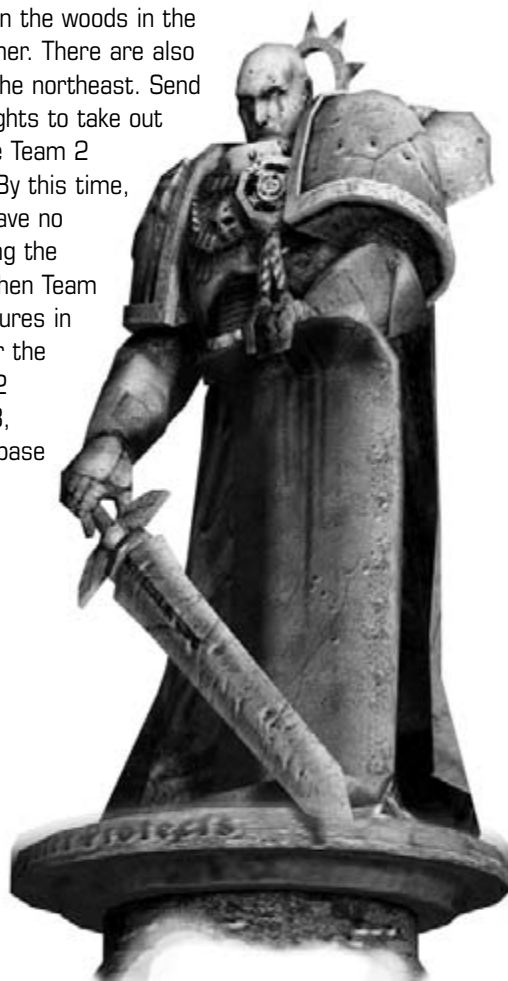


Team 2 attacks the north Ork base from the south.



Dreadnoughts move in and take apart the Ork Settlement.

The north Ork base is in the woods in the battlefield's northwest corner. There are also a couple of structures to the northeast. Send Team 1 and the Dreadnoughts to take out these two structures while Team 2 holds just north of SP13. By this time, your infantry squads will have no trouble neutralizing anything the enemy sends your way. When Team 1 has taken out the structures in the northwest, it's time for the final assault. While Team 2 advances north from SP13, Team 1 attacks the north base from the east. After you destroy all Ork structures, the mission is complete.



Chapter 10

Destroy the Xenos

The defense of Magna Bonum was a success. The Orks caught us off our guard, but not unprepared. We will not underestimate these aliens again.

It is clear now that their primary push was toward the capital city, and they moved in to attack with a speed that military forces are rarely capable of. There had been reports of Ork clans who focused on fast strikes; however, no one knew they could be so coordinated. It's as if something is driving the Orks, some unknown desire or instinct.

The Imperial Guard regiments watching over the city have been decimated, and will not be re-supplied for at least 24 hours. The Orks will renew their attacks far sooner. Our Scouts are reporting a massing 50 kilometers from the city that dwarfs the group that attacked Magna Bonum, and reports from civilians speak of a mighty Ork who leads them, bigger and more cunning than the rest.

If the capital city falls, the planet will not be far behind. You cannot allow this to occur.



You face a large Ork army with some powerful units in this mission.

Objectives

Primary

- Cleanse the area of Orks and establish a base.
- Destroy Clan Wartrak.
- Kill the Warboss and destroy his entire army.

Secondary

- Construct a second Stronghold.



Mission Map



Whirlwinds and Assault Marines look down on an Ork camp. Start the bombardment.

Tactical Walkthrough

This mission begins with only combat units. Use them to clear out an Ork Camp, then build your own base in the same spot. Now you can bring more units to the surface for an assault on the Warboss and his army.

Secure an Area to Establish a Base

At the start of the mission, your Assault Marine Squads and Whirlwind vehicles are on a cliff overlooking the Ork camp. Your first task is to destroy the camp and neutralize all Orks in the immediate vicinity. Select your Whirlwinds, then target the structures below.

Chapter 10: Destroy the Xenos

Your artillery bombardments will make short work of the Ork structures. Once they're destroyed, fire on the Ork squads. After a few hits, select your Assault Marines and order them to jump over to where the Orks are. The Assault Marines should have no trouble finishing off the Ork squads. With their job complete, the Whirlwinds must withdraw from the battle—they cannot get over the gorge to the rest of the battlefield.

After clearing the area, you receive several drops from orbit. In addition to a Stronghold, you get a Chapel-Barracks, an Armory, and a Plasma Generator. The Force Commander, Librarian, and a couple Servitors accompany the ready-made base. Have the Servitors unpack the structures so you can use them. Start with the Chapel-Barracks so you can build a couple of Space Marine Squads when it is ready. Meanwhile, order your Assault Marine Squads to take control of SP1 and SP2. Build Listening Posts on them when you can. Keep an Assault Marine Squad near SP1. Ork Storm Boyz will jump over the forest and try to attack your base. One squad of Assault Marines can take care of them.

Upgrade your Space Marine Squads with heavy weapons. Assign Flamers to one squad and Heavy Bolters to the other. Also, build a couple of Scout Marine Squads so you can reconnoiter the battlefield. Perform research; when you have enough resources, upgrade your Stronghold to a Monastery. This allows you to add Sergeants to your squads and arm a third Space Marine Squad with Missile Launchers. You can also build a Machine Cult.



The Space Marines receive several structures from orbit.



SP3 is fairly easy to capture. Just be ready for a counterattack by the Orks.

Beginning the Advance

As you are building up your army, send your squads to capture another Strategic Point. Send your Scout Marine Squad past SP3, then follow the winding trail to SP4. This journey reveals what the Orks have in store for you. SP3 is usually not too heavily defended. Send in your two Space Marine Squads to destroy the Ork Listenin' Post, then capture SP3. Bring up your Assault Marines if needed, because squads of Orks often try to take back the Strategic Point. While regrouping your squads and building your own Listening Post at SP3, send your Assault Marines to attack the enemy at SP4. This Listenin' Post is up on a ridge. However, your Assault Marines can jump up onto the ridge and attack. Order one of the squads to



The Assault Marines can cause a lot of damage with their hit-and-run raids. Remember to use Melta Bombs to quickly reduce Ork structures to rubble.

use a Melta Bomb to destroy the Listenin' Post, then use Frag Grenades against the Ork infantry. If you start taking too many casualties, jump back toward SP3 and reinforce your losses. If possible, capture SP4. However, if the Orks are too strong, you can get it later.

tip

Requisition resources are scarce at the mission's beginning. Once you have a few Listening Posts built, perform the Escalate Engagement research.

This increases the rate of requisition from each Strategic Point. Upgrading your Listening Posts also increases this rate.



By this time, you should have three Space Marine Squads, two Assault Marine Squads, and a Scout Marine Squad. Build a couple Dreadnoughts from the Machine Cult for some support. While waiting for your Dreadnoughts to arrive, send your squads west along the trail below SP4, then around the turn toward the area north of SP4. With your Scout Marine Squads leading the way, you can see the enemy before they see your army. Order your Missile Launcher squad to fire on the Listenin' Post at SP5 to destroy it. Then capture the Strategic Point to increase your rate of requisition resources. Hold here until you can bring up your Dreadnoughts. Position your troops so you can defend against attacks from the north as well as the east. Send one Scout Marine Squad toward SP6 to act as an early warning of Orks coming from the Warboss's base. Send the other Scouts into the Wartrak Clan base. Produce a couple of Whirlwinds.

Destroy the Wartrak Clan

When the Dreadnoughts arrive, it's time to start your assault on the first Ork base—that of Clan Wartrak. To begin with, locate Da Mek Shop northeast of SP5. Jump your Assault Marines next to it and use a Melta Bomb to destroy it. The ridge that it was on provides a great position for your Missile Launcher squad to fire on the main base below. However, before you begin the assault on the base, keep an eye to the northwest, across the river. Taking out Da Mek Shop may cause the Warboss to send some troops to attack you. The best place to repel this attack is at the river north of SP5; position your troops on the south bank. As the Orks cross the river, they become more vulnerable to your ranged weapons—rivers are negative cover.



Defend against attacks from the Warboss's army at the riverbank.

Chapter 10: Destroy the Xenos

Now begin the assault. Give your Dreadnoughts the Burn stance so they target structures first, then send them into the base to begin the assault. Follow with your Flamer and Heavy Bolter squads and have them concentrate on enemy infantry. Don't forget to bring in your Assault Marines to help out. This base is not too tough to destroy. Monitor the status of your squads: Reinforce, rally, and pull them back as needed.

On to the Warboss

With all of the Ork structures destroyed, you find a Relic at R1. Order an infantry squad to capture it, then build a Listening Post there. You also receive a new secondary objective—build a second Stronghold. You face a bigger battle when you go after the Warboss and his army. By constructing a second base on the Wartrak base's rubble, you can have replacement units a lot closer to the battle. After constructing the Stronghold, build a Chapel-Barracks and Machine Cult. Position your troops at the banks of the river; it's the only direction from which you'd fear an attack.

Build up your army even further. In addition to your Assault Marines, build two teams of Space Marines (each with a squad of Flamers), two squads of Heavy Bolters, and a squad of Missile Launchers. Also add another squad or two of Assault Marines. As for vehicles, besides your two Whirlwinds, build as many Dreadnoughts as you can. Upgrade these walkers with Assault Cannons, giving them a ranged attack ability against enemy infantry.

tip

Use your Whirlwinds to bombard as much of the enemy base as possible. You don't even need a spotter; just give them the Attack Ground order and select a location within range across the gorge. Over time this can cause a lot of damage, especially if you change the target location occasionally.



Keep track of the status of your squads as you assault the Wartrak base.



Whirlwinds and Assault Marines begin attacking the southern part of the Warboss's base.

As you build up your new base and army, position your Whirlwinds and Assault Marines on the ridge where Da Mek Shop was located, northeast of SP5. From here, your Assault Marines can jump across the gorge to the southern part of the Warboss's base. You usually find a couple Looted Leman Russ Tanks guarding this area as well as Waaagh! Banners. As the Assault Marines land, order them to use their Melta Bombs on the tanks and to engage in close combat. While fighting, the Assault Marines also serve as spotters for your Whirlwind artillery. Use these vehicles to hit the tanks as well as other structures. Keep close track of your Assault Marines because they take a lot of fire. Jump them across the gorge when they amass a lot of casualties. Then reinforce them back up to their cap and send them back to fight some more. Keep your Assault Marines here even when you begin your main assault. They can hit the enemy from the south while the rest of your force comes in from the west.

When ready for the main assault, move your army across the river to SP6. Capture it and build a Listening Post. Continue and do the same at SP7. Not only are you gaining requisition resources as you do this, but you're also cutting the Orks' ability to see this part of the battlefield. The Orks will attack you as you advance; they want to retake the Strategic Points. Lead with your Flamers and Heavy Bolters: You mostly face infantry.



The Space Marines are lined up to begin the main assault.



Dreadnoughts converge on the Squisgoth and other vehicles, neutralizing them so your infantry squads can advance into the base.

The Warboss's base is huge. It's divided into four main parts. The western section guards the entrance to the base. Here you find Wartrakkz and even a Squisgoth—if they haven't already come at you. In the northern part of the base, the Orks have built several Boyz Huts. The southern section is where the Assault Marines have been raiding, and the bulk of the base, including the Settlement, is in the east.

Because there are mostly vehicles and structures at the entrance to the west, lead with your Dreadnoughts, followed by your Missile Launcher squads and Whirlwinds. Clear out the entrance area and move in your entire army. While your Flamer and Heavy Bolter squads hold this location,

Chapter 10: Destroy the Xenos

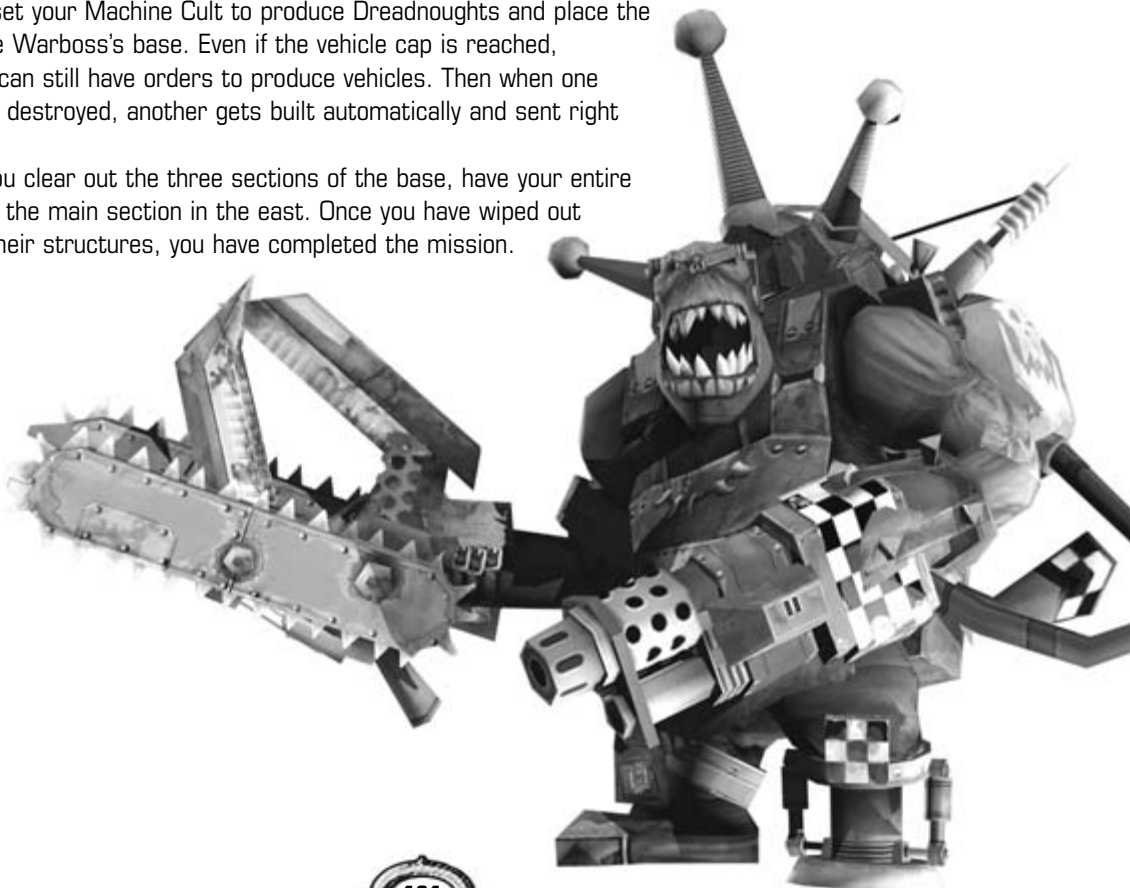
send your Missile Launchers and some Dreadnoughts to the north to take out Da Boyz Hutz. This helps reduce the number of Ork squads the Warboss can build during the battle. Meanwhile, your Assault Marines should be clearing out the southern section of the base. As usual, monitor all of your squads to keep them fighting at maximum efficiency. If you take heavy casualties, pull back.



The entire Space Marine army converges on the main part of the Warboss's base.

You can also set your Machine Cult to produce Dreadnoughts and place the rally marker in the Warboss's base. Even if the vehicle cap is reached, the Machine Cult can still have orders to produce vehicles. Then when one of your vehicles is destroyed, another gets built automatically and sent right to the front.

By the time you clear out the three sections of the base, have your entire army converge on the main section in the east. Once you have wiped out all the Orks and their structures, you have completed the mission.



Chapter II

A New Lead

The Orks have been repelled and their Warboss has been defeated, but the war is far from over. The Orks still threaten to overcome several major population centers, and could mass a large enough force to overwhelm the Imperial armies present on the planet.

But this is no longer a primary concern. Our scouts have recovered evidence that the Forces of Chaos, the Great Enemy, may be operating on this planet under our noses. We must face this foe wherever they stand. If there is a chance they are here, we must seek them out and destroy them!



The Inquisitor will observe your actions during this mission and is willing to take part in the fighting.

Inquisitor Toth is demanding that we leave the planet. But of all the powers his position grants him, commandeering a Space Marine Company is not one of them.

Objectives

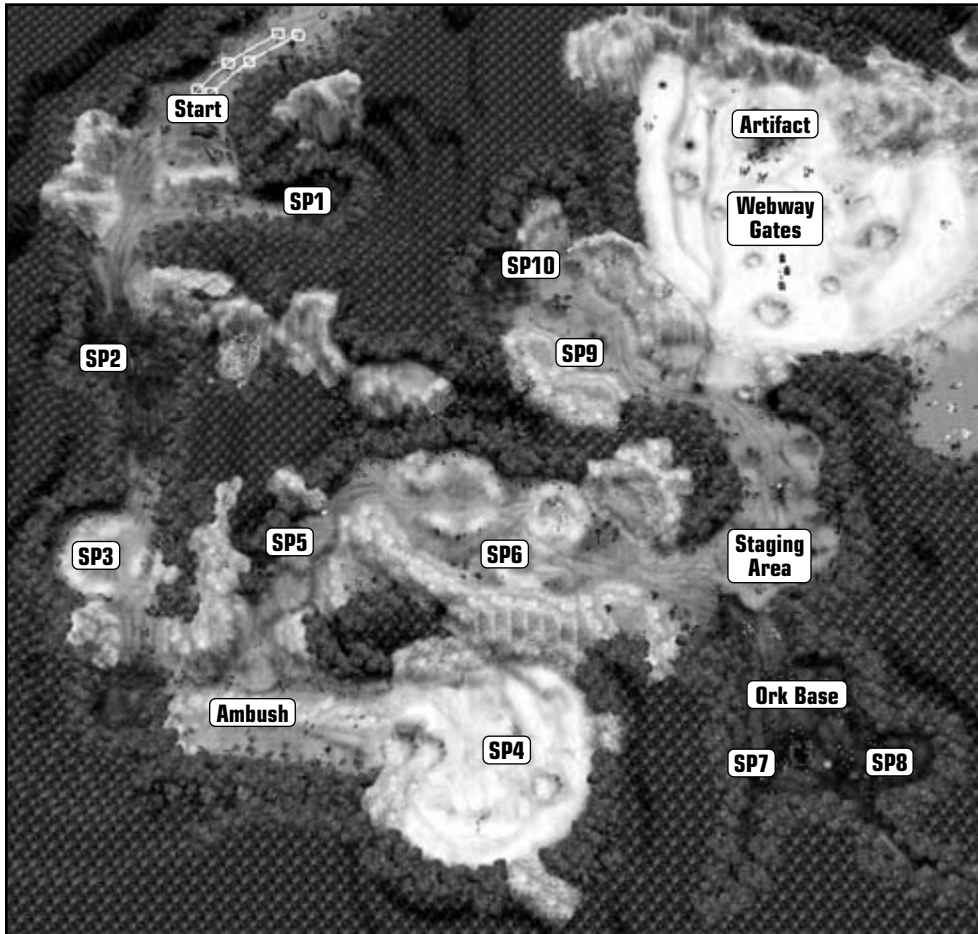
Primary

- Destroy any Eldar Webway Gates that are in your path.
- Follow the trail and discover the true intent behind this excavation.

Secondary

- Destroy the Orks and their base.

Mission Map



Tactical Walkthrough

You begin this mission with a ready-to-unpack base dropped from orbit. In addition to a single squad of Space Marines, you have four leaders whom you can use throughout the mission. While the past missions have pitted your Space Marines against the Orks, this mission introduces a new race of enemies—the Eldar. This enemy likes to hide and shoot at your troops with ranged weapons from cover instead of rushing out to take you on in close combat.

Exploration

Your main objective in this mission is to clear out all enemies as you proceed through the battlefield to the northeastern large valley to find out more about the excavation. However, before you start, you need a base and an army. Along with a Stronghold, you have a Chapel-Barracks and a couple of Blaster Turrets. Use the Servitors to unpack the structures and get them ready. Unlike other missions where you've had Strategic Points right in your base, you have to go out and claim them this time. You have only one Space Marine Squad to begin with, so keep it at your base for protection. Meanwhile, build a Scout Marine Squad at the Stronghold and research Infiltration. When you complete this, send the Scouts, using Infiltration, to SP1 and take control of it. This helps bring in more requisition resources.



Watch out for enemies as you send your Scout Marine Squad to take control of SP1.



Build up your base as you get ready to capture additional Strategic Points.

You also need an Armory and several Plasma Generators. Put your Servitors to work on these, then send one to build a Listening Post at SP1. Build a second Space Marine Squad at the Chapel-Barracks. After you complete the Armory, arm one squad with Heavy Bolters and the other with Flamers. When both squads are fully armed, send them toward SP2 with the Scout Marine Squad in the lead. Some Orks run toward you. Rather than staying to fight, any that get past you will continue to your base, where the Blaster Turrets take care of them. Orks can't resist a good fight, so something must have spooked them to get them to flee like that. Be on your guard.

Order one of your squads to take control of SP2, then bring a Servitor to build a Listening Post there. As you have resources, upgrade your Listening Posts to Fortified Positions. This adds a turret to each, allowing them to defend themselves. This upgrade also increases the rate at which they earn requisition resources. Build a third Space Marine Squad and upgrade your Stronghold to a Monastery. After you complete this upgrade, you can assign your squads Sergeants and arm your third squad with Missile Launchers.

Chapter II: A New Lead

Send your Scout Marine Squad to SP3 to check it out. There it finds a squad of Eldar at a Webway Gate. Do not attack with your Scouts. Hold them there and watch. Keep your two Space Marine Squads at SP2. After the Eldar know the Space Marines are in the area, they send forces to attack your Fortified Position at SP2. Bring your Missile Launcher squad to SP2 and leave them with the Flamer squad while the Heavy Bolter squad advances to SP3 to engage the Eldar there. Destroy the Webway Gate to prevent more Eldar squads from teleporting here. Capture SP3 and send a Servitor to build a Listening Post there.

Meanwhile, a Falcon Grav Tank unloads a squad of Eldar near SP2. Your two Space Marine Squads will have little trouble taking care of them. Order the Flamer squad to fire on the Eldar infantry while the Missile Launcher squad deals with the vehicle. Keep these two squads in position at SP2 because you can expect one more Falcon Grav Tank will show up and attack.



*An Eldar squad is near SP3.
Take it out.*

Advance in Force

With three Strategic Points under your control, it's time to build up your army. Construct a Machine Cult at your base, increase your vehicle cap, and produce Dreadnoughts. You now have access to the Hellfire Dreadnought, which is armed with a Missile Launcher. Build two Hellfire Dreadnoughts, two standard Dreadnoughts, and two Whirlwinds. Upgrade your Dreadnoughts with Assault Cannons. Also build three more Space Marine Squads. Arm each with Flamers, Heavy Bolters, and Missile Launchers, respectively. That gives you two squads of each type. Organize your Space Marine Squads into three groups. The first two groups have one squad each of Flamers and Heavy Bolters, with the third squad consisting of the two Missile Launcher squads. Also build a Sacred Artifact. This structure allows you to build Apothecaries and to research abilities and upgrades for your leaders. Assign an Apothecary to each team, attached to one of the squads. Attach one of the other leaders you begin the mission with to the other squad in each team. Your squads will have 10 troops. Assemble your large force near SP3.



*Your Space Marine Squads assault
the ambushing Dark Reapers
along the ridgeline.*

To get to SP4, you have to pass through a narrow valley. The Eldar have several Dark Reapers positioned along the ridgeline on the valley's south side, waiting to ambush you. Build a Skull Probe at your Fortified Position at SP3. Activate the Infiltration ability, then order the probe to move to the westernmost part of the ridge overlooking the valley. The Skull Probe travels along the valley toward SP4, then heads up the ridgeline, revealing the Dark Reapers as it passes them. Use your Whirlwinds to engage them

as you send a mixed Space Marine Squad team (Flamer and Heavy Bolter) down the valley toward SP4. Have this team head up the ridgeline and mop up the Dark Reapers as they advance from east to west. To add more firepower, order your Dreadnoughts to advance down the valley. Build another Skull Probe to spot for your vehicles. After the ridgeline is clear, capture SP4 and build a Listening Post there. Take care of your casualties, then position your forces at the opening in the valley south of SP5.

Send your Scout Marine Squad ahead of your main army. Send it up the path to a position past SP5. Near this Strategic Point are a couple of Vypers. Lead with your Missile Launcher squads, who make short work of these two light vehicles. Keep a mixed team nearby because the Eldar have squads in the hills that may fire on your troops. Capture SP5 and build a Listening Post on it. The next resistance is near SP6, where you face another Eldar squad by a Webway Gate. Clear this area, capture the Strategic Point, and get your Servitor busy building another Listening Post.



A couple of Vypers guard SP5. Missile Launchers make short work of them.



The Scout Marine Squad is the best way to see what is ahead of your army. They have located an Eldar squad near SP6.



Let the Orks and Eldar fight. This is one fight where you hope both sides lose.

Ork vs. Eldar vs. Space Marine

Advance your army east toward the staging area. Your Scouts should locate a few Eldar units in this area. To the south is an Ork base under attack by Eldar troops. Rather than rush in, clear out the staging area, then organize your army after the long march through the narrow valleys. Position one mixed team to cover the area north of the staging area while the rest of your team prepares for an assault on the Ork base. Wait until the Eldar are

Chapter II: A New Lead

wiped out, then move in with your Dreadnoughts. Together with the Whirlwinds and Missile Launcher team, you can reduce the Ork structures to ashes while your mixed team deals with the Ork infantry. Because the base is concentrated, your mixed team will take heavy casualties because it is up front. Be ready to pull them back before they are wiped out.

Plan to reinforce your squads after the base assault. You may need to bring new squads of Dreadnoughts from your base to make up for the losses. Don't worry. That is what the staging area is for. Within the Ork base are SP7 and SP8. Take control of these Strategic Points and secure them with Listening Posts.



Assault the Ork base so you don't have to worry about this rear enemy.



Send in your Dreadnoughts and squads to clear out this valley and capture the last two Strategic Points.

Battle at the Excavation

By this time, you have captured all of the Strategic Points on the map. All that remains is to advance on to the excavation and see what the Forces of Chaos are doing on this planet. The Artifact is at the northern end of the large bowl-shaped valley in the battlefield's northeast corner. It is fairly clear, with a group of Webway Gates on a small rise in the middle. Send your Scout Marine Squad in first to look around.



Eldar squads can teleport here using these Webway Gates.

Don't be fooled by how empty this appears. The Webway Gates allow Eldar squads to teleport from their base hidden in the east and inaccessible to you.

Position your Whirlwinds and Dreadnoughts at the valley entrance. Order the Whirlwinds to bombard the Webway Gates and any Eldar infantry that appears. Move in with your Dreadnoughts to add their firepower. Follow up with your three teams of squads. This is a big battle. Use the Librarian's special abilities as well as Frag Grenades to momentarily stun the enemy troops. The sooner you can destroy all of the Webway Gates, the sooner Eldar squads stop teleporting in to the fight. While this battle is bloody, with lots of casualties, you will be able to handle whatever the Eldar throw at you.

After you eliminate all of them, move your Force Commander and Librarian to the Artifact to complete the mission.



Send your Force Commander and Librarian to the Artifact to learn what the Forces of Chaos are doing here.



Chapter 12

Into the Maw

Under the orders of Inquisitor Toth, the citizens of Tartarus have begun a mass exodus of the planet. Such an action can lead to disaster in the best of situations, but reports reaching my ears are ones of planet-wide hysteria as the population makes its pilgrimage to the two main spaceports. Convoys of transports and civilians on foot are being plagued by attacks from Ork forces. Stretched thin, the Imperial Guard is barely keeping order in the major population centers, sacrificing their lives long enough to hold back the green tide of Orks. They are truly warriors of the Emperor.



The Force Commander and Librarian lead a small force to the area around Mt. Korath.

We have found proof that the Forces of Chaos are operating on the planet of Tartarus. Isador has found evidence on a blasphemous altar that indicates they may be headed toward Mt. Korath, an old mountain located close to an area of Heavy Ork Activity.

A regiment of Imperial Guard from Colonel Brom will help cover our approach. While it is regrettable to ask for the Colonel's forces when they are stretched to the breaking point, there are greater things at stake now.

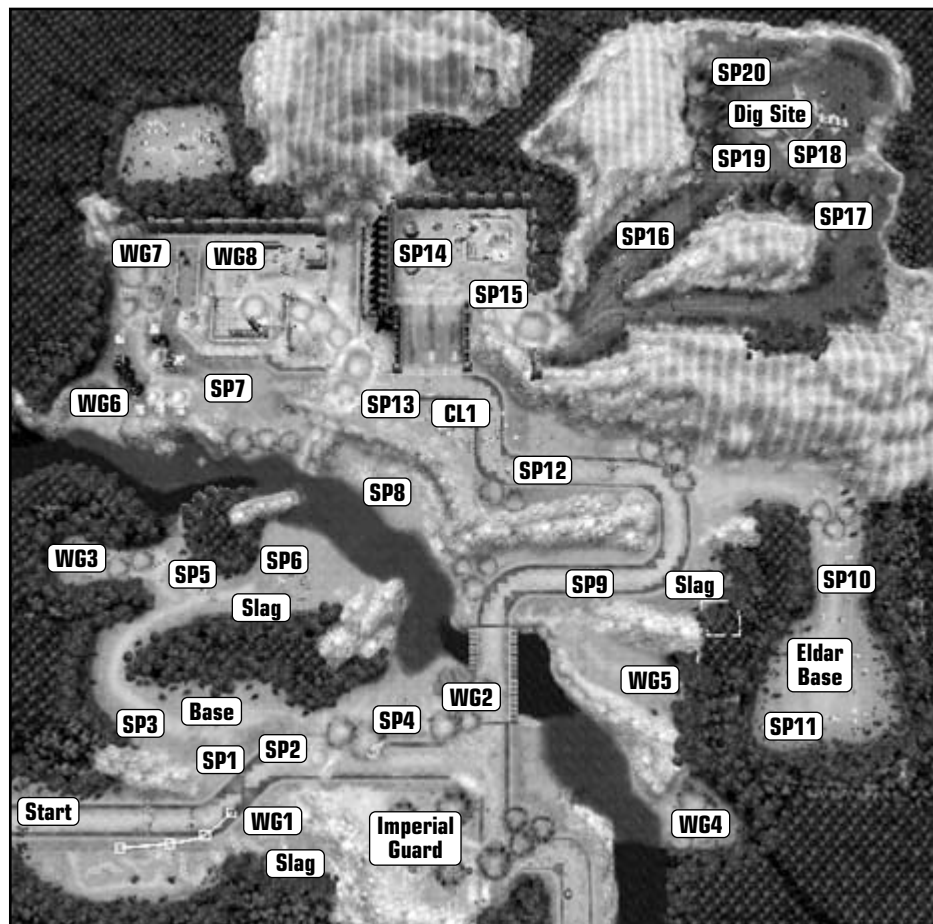
Objectives

Primary

- Establish a base.
- Reach the dig site.

Secondary

- Destroy Eldar bases.
- Destroy Webway Gates.



Mission Map

Tactical Walkthrough

The battlefield for this mission is huge. You face mostly Eldar. However, the Orks try to fight onto the battlefield, so be on the offensive against the Eldar and on the defensive against the Orks. While you were introduced to the Eldar Webway Gates last mission, they play a major role in this mission. These structures allow Eldar squads to teleport around the battlefield, using the Webway Gates as portals. Therefore, the faster you can destroy these gates, the quicker Eldar raids against you will be reduced.

Establishing a Base

The mission begins with a small Space Marine force. In addition to your Force Commander and Librarian, you have two Space Marine Squads, an Assault Marine Squad, a Scout Marine Squad, and a Dreadnought. At the start, the Scouts locate an Eldar force and come under fire. Select the squads and order them to withdraw to the rest of your units so they are not destroyed. While you can reinforce your initial units, you cannot build new ones until you have a base. Assign your leaders to your two Space Marine Squads to help them fight more effectively.

The first group of Eldar you run into is infantry supported by a Wraithlord. Order the Dreadnought to engage the Wraithlord while the squads go after the infantry. Make sure your Assault Marine Squad is set to an Assault stance. Eldar troops, with the exception of Howling Banshees, are poor at close combat. Therefore, have your Assault Marine Squad use its Jump ability to get in close and behind an enemy squad and rip them to shreds with Chainswords.

After this first engagement, reinforce your casualties. Advance toward WG1. Halt to engage each group of enemies you come across during your march. When you get to WG1, destroy the Webway Gate there. This prevents the Eldar from using this to get at you. There is also a Slag Deposit. When you build your base, that will provide a lot of power.



The Space Marines take on the Wraithlord.



You receive a Stronghold, but must build the rest of the base.

Head toward SP1. As you reach this spot, you receive a Stronghold. You can now establish your base. While your squads take control of SP1, SP2, and SP3, build three Servitors and put them to work building a Chapel-Barracks, a Thermo-Plasma Generator at the Slag Deposit, and Listening Posts at the Strategic Points. After you complete the Chapel-Barracks, you need an Armory. Build another Space Marine Squad, as well. After you build the Armory, research the Heavy Weapon upgrade and equip two of your squads with Heavy Bolters and the third with Flamers. Research Frag Grenades and Melta Bombs at the Chapel-Barracks.

tip

During the mission, complete the upgrades and research at your base as you have the resources. These improve your units and give your leaders additional abilities.



Eldar squads attack SP3. Send your Assault Marine Squad and Dreadnought to defend it along with the Scout Marine Squad, which should be assigned Sniper Rifles. Upgrade the Listening Post to a Fortified Position for additional firepower.

Send one of your Heavy Bolter squads to join your force at SP3. After you have Frag Grenades, send the squads and Dreadnought to SP4 along with the Scouts. Jump the Assault Marines in close to the Eldar infantry while the Scouts and Heavy Bolter squad pick off the enemies from a distance. After you eliminate the Eldar, order the Scouts to secure SP4 while the Assault Marines proceed to destroy a Webway Gate at WG2. Build a Listening Post at SP4 and upgrade it to a Fortified Position. Build three Bolter Turrets to the south of SP4, upgrading them to Missile Turrets. Keep the Heavy Bolter Squad here while the Assault Marines return to base.

While the Assault Marines are headed east, position your Space Marine Squads north of SP3 to defend against attacks from the direction of SP5. Upgrade your Stronghold to a Monastery and build another Space Marine Squad. Equip it with Missile Launchers. Build another Assault Marine Squad, and order your Servitors to build a Machine Cult and Sacred Artifact, as you have enough resources. Assign your squads a Sergeant. Upgrade your headquarters to a Fortress Monastery.

Securing the South

When your Assault Marine Squad returns to base, send them to a point south of WG3. From there they can jump over the forest and right next to the Webway Gate. Deal with any Eldar squads first, using Frag Grenades to break them up, then take out the Webway Gate. This ends the raids against your base. Return the squad to base.



Assault Marines guard the eastern Strategic Points.

tip

If it seems like the requisition resources aren't coming in fast enough, upgrade your Listening Posts to Fortified Positions and research Escalate Engagement at one of these structures.



Assault Marines jump in to attack at WG3.

Chapter 12: Into the Maw

By this time, you should have three Space Marine Squads and two Assault Marine Squads at your base. Clear out the area north of your base. Send this force toward SP5. They should have little trouble taking out the Eldar squads there. Continue to SP6. This is tougher because it is an Eldar camp. Jump your Assault Marines right next to the Eldar infantry. Your Missile Launcher squad should target the Support Platforms. If you start taking too many casualties, pull back your troops to reinforce, then resume the attack. After you have eliminated the Eldar in this area, take control of SP5 and SP6. Build Listening Posts on each. You can expect an Eldar attack coming from the river near SP6. Position your squads to defend there. There is also another Slag Deposit in this area where you can build a second Thermo-Plasma Generator.



Send your squads to secure the area north of your base and capture SP5 and SP6.



The Imperial Guard defend the south pass.

Colonel Brom informs you that he and his Imperial Guards are securing the south against an Ork invasion. Your Missile Turrets by SP4 will help defend. Position your Heavy Bolter squad in heavy cover with orders to Stand Ground. Move your Dreadnought near the Imperial tanks. Build and send a Space Marine Squad armed with Missile Launchers to help out. The Orks make several attacks against this position. While the Imperial Guards can hold off the first few, especially with your help, they will be wiped out and you'll have to maintain the defenses here on your own. Keep an eye on this battle and reinforce your losses as needed.

Assaulting Webway Gates

Go after the Webway Gates scattered across the battlefield. Build a couple of Land Speeders at the Machine Cult and group them with your two Assault Marine Squads. This is your assault team. Send them toward WG4. As you approach this location, order the whole team to jump right onto WG4. This gets your Assault Marines in close to the Eldar squads. Take them out, then destroy the Webway Gate here. Send your assault team to a point south of WG5. Jump over the rocks to land right on the point and take out



The assault team jumps into combat to eliminate Eldar squads, then destroy the Webway Gates.

the Webway Gate. You may run into some Eldar squads coming down the river. Take them out. If you are strong, send your assault team to clear out the Eldar around SP9 and take control of the Strategic Point. Otherwise, take this position later as your army advances on the Eldar base.

tip

While you control the assault team, the Imperial Guard will get hammered. Build several Predator tanks from the Machine Cult and set their delivery point south of the SP4's Missile Turrets. Set an overwatch order at the Machine Cult and a constant stream of tanks will be sent down to this position. Upgrade them with Lascannons for additional firepower. Increase your vehicle cap to its maximum amount. Also keep track of the units you have down there. When you see a red mass approaching on the Mini Map, and you are not involved with an assault team attack, take control of your forces defending against the Orks. During a lull, order a Servitor to build some Minefields for further destruction.



Assault Marine Melta Bombs make short work of these Wraithlords.

You can jump your assault team right onto WG8. It too is defended by Eldar squads, but Frag Grenades and close combat will take care of them. After taking out this Webway Gate, you eliminate the structures that send out raids against your base and Strategic Points.

The last part of securing the south is to capture SP8. Bring your assault team to attack the Eldar units defending this area at the same time as you send the three Space Marine Squads from SP6 across the river. You will have little trouble taking this position. Build a Listening Post here and bring your squads up to full strength.

Send your assault team to your base. From there, advance them past SP5 and on to WG6. Eliminate any enemies along the way and destroy the Webway Gate. From this position, jump your assault team to SP7. A couple of Wraithlords guard it. Use one of your Assault Marine Squad's Melta Bombs on one Wraithlord. Switch to the other squad and use their bomb on the other Wraithlord. The Melta Bombs are powerful enough to almost take out one of these Eldar walkers. Your assault team can finish them off. While you reinforce any casualties, secure SP7.

Now send your assault team around to WG7. There are some Eldar along the way, but if you get in close for melee, you should have no trouble taking them out. Destroy the Webway Gate here.



Predator tanks lead the attack on the Eldar base.



Keep an eye on the battles at the south pass. By this time, your forces will be the only defense.

On to the Dig Site

Your next target is the Eldar camp centered around CL1. Using the same tactics as at the Eldar base, move your army toward SP12. Halt to engage enemy units and structures you come across before continuing. Fight to SP13, eliminating all enemies and structures along the way. Then take up a position at the bottom of the ramp leading north from CL1. While regaining your strength, have squads capture the two Strategic Points and the Critical Location in this area.

Destroy the Eldar Base

The Eldar have built a base in the east. It must be eliminated. Send the assault team and Space Marine Squads from SP8 to SP9. If you have not taken this position, do so now. You should have several Predator tanks defending against the Orks at the south pass. Bring a couple of these to join your army at SP9. When your units are together, advance toward SP10. Lead with your Predators and have them, along with the Missile Launcher squad, target structures while your other Space Marine Squads concentrate on infantry. After you clear the area around SP10, head south. Order your assault team (Assault Marines and Land Speeders) to jump to SP11 and engage the Eldar infantry there in close combat. Monitor the status of your units, rallying and reinforcing as needed. Though this is a big engagement, you will not have too much trouble here. Destroy all structures in this area. Capture both SP10 and SP11. Move your army to the point west of SP10 where the dirt road intersects the paved road. Hold here and bring your army up to full strength.



Clear out the Eldar camp near the Critical Location.



The Fire Prism tanks are troublesome, so take them out early.



Advance through the gates into the dig site.

After you are ready to continue, advance into the Eldar base at SP14. There are a couple of Fire Prisms at the rear of the base. Order your Predators to attack them. Jump your Assault Marines to them and use Melta Bombs. While this will not destroy the tanks, these bombs cause a lot of damage. Expect Eldar reinforcements to come from SP16. If your army is not too damaged, advance to SP16, then on to the dig site. When you get a unit northeast of the dig site, the mission ends.





Chapter 13 Sacrifice

The appearance of the Eldar is a complete mystery. We have dealt with these treacherous aliens in the past and have seen neither rhyme nor reason to their actions. It is unnerving. The Orks are a preferred opponent. For all their brutality, there is a twisted form of honor with the Orks. They meet their opponent on the field of battle, but the Eldar seem to have contempt for all. Fighting them is like shooting at mists and shadows.



The Avatar of Khaine tries to prevent you from completing your objectives.

Isador, the Librarian, spent hours interpreting the runes on the marker that was unearthed by the Forces of Chaos and has discovered what they seek. He claims it is some form of key, but to unlock what, he is unsure. Never mind, it is enough that the Chaos Forces seek it. The key lies in the ruined city of St. Lloovre Marr.

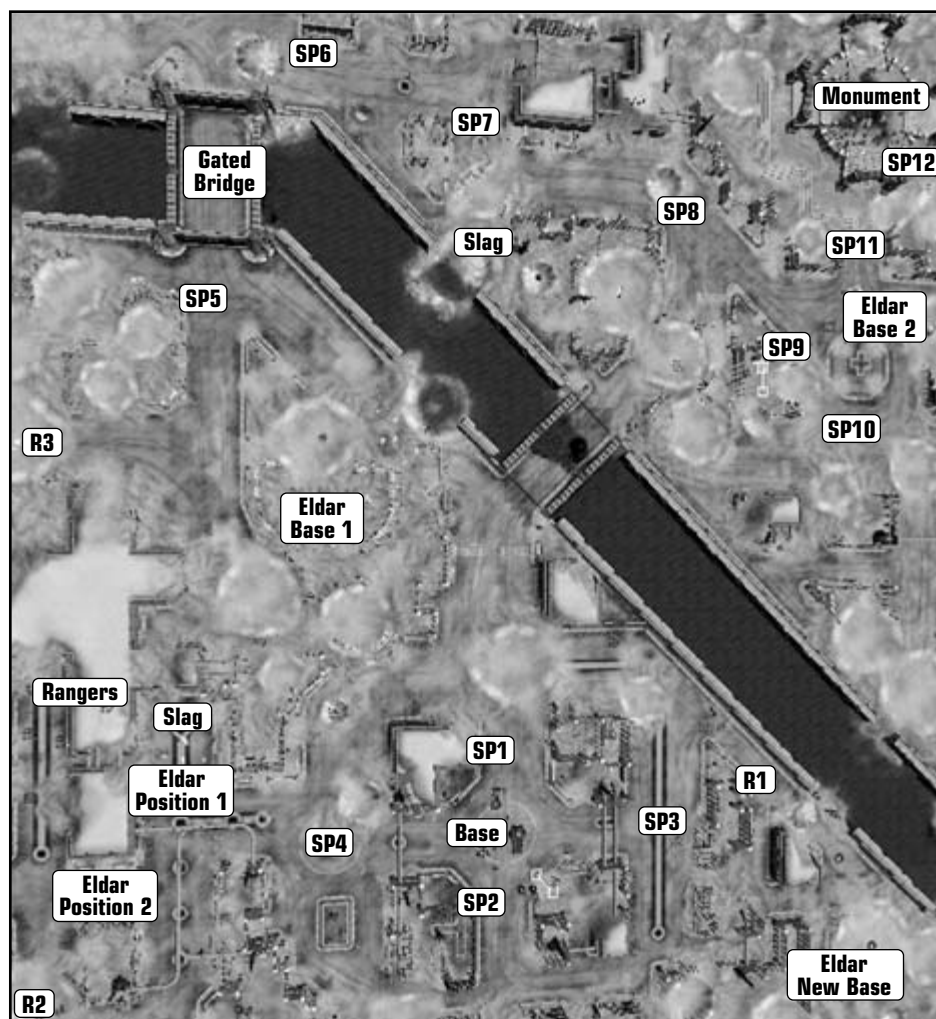
Objectives

Primary

- Capture the Monument
- Gain bridge control

Secondary

- Destroy the Avatar
- Secure Imperial Relics



Mission Map

Tactical Walkthrough

Your force begins at a base in the south-central part of the battlefield. The Monument you must capture is located in the northeast. A river divides the city in two. While most of the bridges are out, the Eldar have left one intact—the gated bridge in the northwest. Because the city is in ruins, there is no direct route to the bridge along the river. You have to advance west from your base, and then north to the bridge to avoid the rubble.

In addition, the Eldar have summoned a powerful unit known as the Avatar of Khaine. This unit walks around your base in a square circuit through SP3 and SP4, as well as north and south of SP1 and SP2, respectively. As long as you do not move out of your base area into this circuit, the Avatar will not attack you. Therefore, until you are ready to engage this flaming giant, stay put.

Buid an Army

To take on the Eldar, especially the Avatar of Khaine, you need an army. To begin with, you have the Force Commander, Librarian, a Servitor, and two Space Marine Squads. Attach a leader to each squad and send them to take control of SP1 and SP2. Have the Servitor get right to work on an Armory so you can begin arming your squads with heavy weapons. At the Stronghold, build another Servitor to build a Scout Marine Squad and Listening Posts at the Strategic Points, and research Infiltration for your Scouts. Build another Plasma Generator or two and upgrade your Stronghold to a Monastery.

Send your Scout Marine Squad, with Infiltration activated, toward SP3. There they discover an Eldar outpost with a squad and some Grav Platforms. Don't engage them yet. Instead, wait around this area until your army is ready. Back at the base, build another Space Marine Squad for a total of three. Equip one squad with Flamers, one with Heavy Bolters, and the third with Missile Launchers. Do as many upgrades at the Armory as you can to further increase the effectiveness of your squads. You eventually want to build two Assault Marine Squads. Because most Eldar are weak in close combat, Assault Marines are great for getting in close and using their melee abilities.



You need to quickly add to your base and build up an army to take on the Avatar.

tip

While you build up your army, build a few Skull Probes, one at a time, and send them around the battlefield. Use Infiltration so they are not seen. You should be able to locate Eldar squads along the river to your base's north and northeast, as well as western Eldar outposts. Because these outposts have Webway Gates, which can detect units using Infiltration, your Skull Probes may be destroyed in those areas. The main things you want to scout out are the Rangers in the far west and the Eldar base south of the river.



Expansion

After you have your three Space Marine Squads armed and assigned with Sergeants, you are ready to go for SP3. Wait until the Avatar of Khaine walks past this Strategic Point and moves south on its circuit. This gives you enough time to eliminate the Eldar presence there and be ready for the Avatar. Order your Missile Launcher squad to attack the Grav Platforms while your other squads go after the enemy infantry. Quickly take control of SP3 and build a Listening Post. Reinforce your squads up to their maximum amount and position them for an attack against the Avatar from the north. Also bring your Assault Marine Squads to help out.

tip

Because you don't have a lot of Strategic Points in the early part of this mission, research Escalate Engagement at one of your Listening Posts. This increases the number of requisition resources you receive.



When the Avatar arrives, send the Assault Marines to engage in close combat while your Space Marine Squads use ranged fire. You'll take some casualties, so monitor your troops and add reinforcements wherever needed. As the Avatar takes a lot of damage, it tries to retreat to heal its wounds. Do not let it get away. Keep attacking it until it is destroyed or you will just have to fight it again.



Wait until the Avatar passes by SP3 before attacking the Eldar forces there.



Don't let up until the Avatar is destroyed.



Capture the first Relic at R1.

With the Avatar destroyed, you can now begin expanding. Send your Space Marine Squads to SP4 to claim it and then build a Listening Post there. While this is happening, send your Assault Marine Squads to engage the Eldar infantry along the river in the battlefield's southeast quadrant. The best tactic is to move just close enough so you can use the Jump Packs to land right next to the enemy. This does not give them much time to fire at your squads before they engage them in close combat.

Chapter 13: Sacrifice

Frag Grenades also work well to stun the enemy briefly. At R1, take control of the Relic and build a Listening Post on it. Not only does this provide requisition resources, but capturing the three Relics south of the river is also one of your objectives.

By this time, the southeastern part of the battlefield should be clear of enemies. Assemble your army around SP4. You should have enough resources to construct a Machine Cult and Sacred Artifact at your base. This allows you to build Dreadnoughts and upgrade your Monastery to a Fortress Monastery.

You can wait for some Dreadnoughts for support, or push on to clear out more Eldars. You have enough firepower with just your squads. From SP4, advance on Eldar Position 1. Take out the structures and squads there. You also find a Slag Deposit just north of this position. However, hold off on building a Thermo-Plasma Generator until you clear out the Eldar Rangers in this area.

Continue advancing to Eldar Position 2. This is also fairly easy to destroy. However, before you begin taking on the Rangers, reinforce any of your casualties. Also, send an Assault Marine Squad to take control of R2 in the southwest corner. Send a Servitor to build a Listening Post on it.



The Eldar may send units such as these Vypers to attack your forces around SP4. However, your Space Marine Squads can handle them.



Assault Marines jump onto the rooftop to engage a squad of Eldar Rangers.

When your army is reassembled, begin advancing north to engage the Rangers. One squad of Rangers is on top of the buildings to the west of the Slag Deposit. Send your Assault Marine Squads to jump up onto their position and attack. Meanwhile, your Space Marine Squads can attack the Rangers on the ground with ranged fire and Frag Grenades. When all of the Rangers are eliminated, bring your squads back up to full strength and continue to R3. Take out the Eldar guarding this Relic and then take control of it yourself. Top it off with a Listening Post.

Once you control all three Relics, you have access to Terminators. Back at your base, build the Orbital Relay. This allows you to build Terminator and Assault Terminator Squads at the Chapel-Barracks. It also gives your Force Commander the Orbital Bombardment ability. Research Personal Teleporter at the Orbital Relay so your Terminators can teleport about the map.

Build a couple Terminator squads of your choice. Then, using the Deepstrike ability, deliver them right to your army at R3. Also build another Scout Marine Squad, equip it with Sniper Rifles, and then send it to the southeast corner. The Eldar send some Bonesingers there later to build a new base. Make sure the Scouts do not have Infiltration activated so they immediately begin firing on any enemy units that arrive—before they can build structures allowing them to bring in more enemy units.

Crossing the River

The only way across the river is via the bridge in the northwest. However, the Eldar have built a gate across it which prevents your troops from crossing. To open the gate, you must take control of SP5 and hold it for at least two minutes. The gate then lowers.

However, the Eldar are not about to let you retain control of SP5 without a fight. They send Wraithlords and infantry from Eldar Base 1. Therefore, to hold SP5, you must first destroy this base.

Bring up your Dreadnoughts if you have not already done so and reinforce your Terminators to their cap of eight troops. If you have not already done so, use Skull Probes to scout out the base and see where the various structures are. Because the Eldar throw Wraithlords at you, the Support Portal is a good target to begin with. Follow it up by taking out the Support Platforms. While your Dreadnoughts go after the Wraithlords, send your Assault Marines in with a jump to throw Melta Bombs at the Support Portal. Then, along with the Terminators, hit the structures while your Space Marine Squads take care of the Eldar infantry.

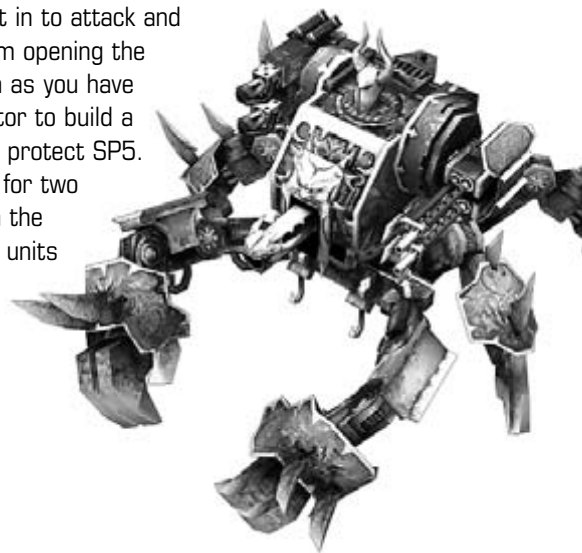


Destroy the Eldar Base on the south side of the river.



The gates on the bridge lower once you have controlled SP5 for two minutes.

With the Eldar Base destroyed, taking control of and holding SP5 is much easier. However, it will not be uneventful. Keep your squads around the Strategic Point. Warp Spiders teleport in to attack and try to prevent you from opening the bridge gates. As soon as you have control, order a Servitor to build a Listening Post to help protect SP5. After you've held SP5 for two minutes, the gates on the bridge lower and your units can cross the river.



On to the Monument



Destroy this second Avatar.

Just after crossing the bridge, send your troops to seize control of SP6. Once on this side of the river, you face another Avatar of Khaine. This should be a lot

easier to deal with this time, because you have a larger, more powerful army. The strategy on the north side of the river is to clear out the Eldar outside of the Monument area, before moving in for the final assault. Advance your army to capture SP7 and SP8. From there, begin an attack on Eldar Base 2. Use the same tactics as you did at the first Eldar base. From this point, you can send out squads to take control of SP9, SP10, and SP11.

Now all that remains are the Eldar troops guarding the Monument. Before assaulting this location, make sure all of your units are at full strength and your Frag Grenades and Melta Bombs are recharged. Three stairways lead to the Monument. Position your Dreadnought to the west of the monument, your Space Marine Squads to the south, and the Terminators and Assault Marines to the southeast.

Start off by detaching your Force Commander and sending him to call in an Orbital Bombardment right on the center of the Monument. Then return and attach him to his squad. As soon as the bombardment ceases, the Terminators can teleport into the midst of the enemy to the right of the key while the Assault Marines can jump in to throw Melta Bombs at the Eldar Wraithlords. Finally, your Dreadnoughts and Space Marines come in from the west and south respectively. Remember to throw Frag Grenades to break up the Eldar infantry squads. Because you have already destroyed the Eldar bases and prevented any reinforcements from reaching the Monument, this battle, while bloody, will be yours.



Destroy this second Eldar base to prevent the Eldar from bringing in reinforcements.



Attack the Eldar at the Monument from three sides.

Chapter 14

The Chapel

The Great Enemy stole the Key from us. Had the Eldar not delayed us in reaching the Key, we could have denied the ruinous powers their prize. We have no idea what this Key does. According to the Eldar Witch, Inquisitor Toth holds these answers. If this is true, he has a good deal to explain, the least of which is not why he would withhold information that could allow us to better fight the Forces of Chaos. Could he be tainted? The thought is unimaginable.



The Forces of Chaos have built a rift across the battlefield, separating the Space Marines from the Chapel.

Chapter 14: The Chapel

Even more concerning, we know that we face more than mere Chaos Cults, but members of an actual Traitor Legion, the Marines who turned against our Emperor 10 millennia ago. Our scouts tracked their Sorcerer and his entourage to their base of operations. It is not far from our current position. I relish in the opportunity to bring death to these blasphemous traitors.

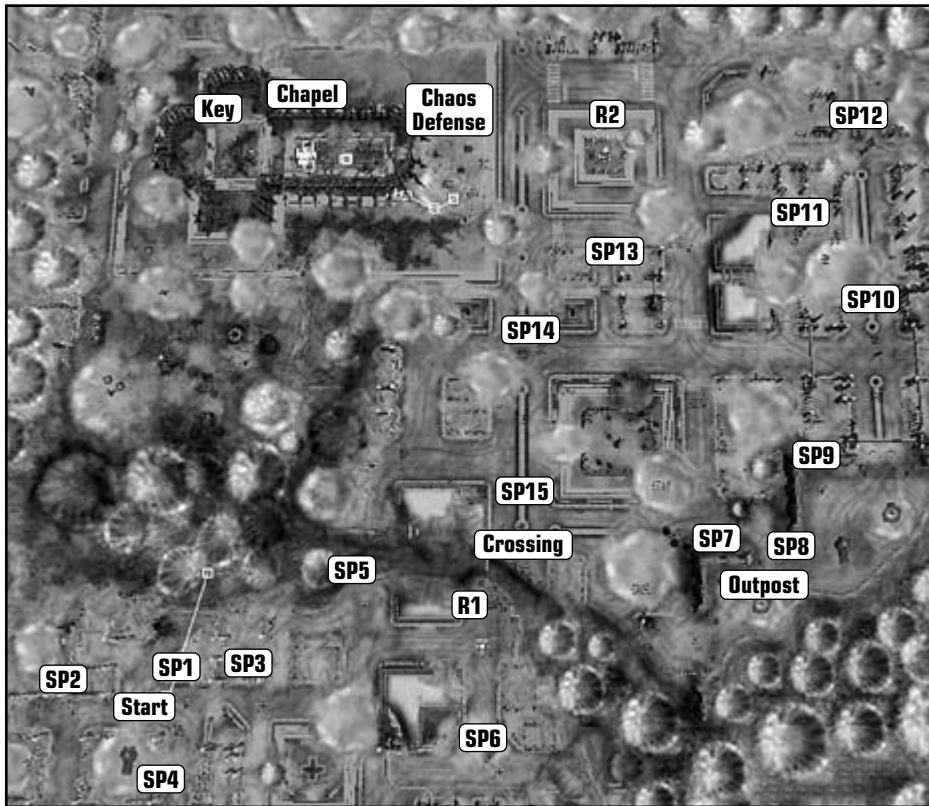
Objectives

Primary

- Reinforce the outpost before the Chaos forces overwhelm it.
- Use vehicles to destroy the Chapel doors.
- Cleanse the traitorous Imperial Guard.
- Stop the Chaos before it is able to release the key.

Secondary

- Cleanse the Chaos taint at the temple.



Mission Map

Tactical Walkthrough

This mission is different than the ones you've been assigned so far. The southwestern Space Marines' base is surrounded by a deep rift ground units cannot cross. There is also a southeastern Space Marine outpost. While there are no combat units there, you have to take control of it to build your army to assault the Chapel. Don't build too many units at the base because, unless they can fly over the rift, they can't get to the battle.

Build Up a Base

The nice thing about having a rift separate the Space Marine's base from the Forces of Chaos is that you do not have to worry about being attacked at the base. Instead, you can focus your energy on building up the base. You begin with a Space Marine Squad and a Servitor, as well as a couple of leaders. Send your squad to take control of Strategic Points so you can increase the rate at which requisition resources pour in. SP1, SP2, SP3, and SP4 are near your base. After you have all four, go for SP5, SP6, and the Relic at R1.

While your squad is taking care of Strategic Points, put your Servitor to work building a Chapel-Barracks followed by an Armory. You need a second Servitor to build Listening Posts at each of the Strategic Points. Build up your Plasma Generators so you have four. The sooner you do so, the more time you have to build your supply of power; you'll need a lot of power later. Upgrade your Stronghold to a Monastery.

At the Chapel-Barracks, build two Assault Marine Squads. They are the only squads you can build that can fly over the rift and get to the outpost. Use these squads to help secure Strategic Points around the base if necessary. Research Frag Grenades and Melta Bombs.



Send your Space Marine Squad to take control of the Strategic Points around the base.



The Space Marine Squad keeps the Chaos forces busy at the crossing.

Relieve the Outpost

After you have your base running and Listening Posts at each of the southwestern Strategic Points, move your attention to the outpost. The base is available to conduct research and upgrades for your army. Move your Space Marine Squad to the point near R1 marked "Crossing" on the map. Position them right on the edge of the rift so they can fire at the Chaos units near SP15. You can even throw a Frag Grenade over. Don't worry about reinforcing the losses for this squad. They are expendable and you want to kill them off to make more room for other squads in your cap.

Chapter 14: The Chapel



The Assault Marine Squads jump over the rift to get to the outpost.

The outpost has several Bolter Turrets defending each of its entrances. As you advance your Assault Marines into the outpost, move them next to each of the structures to assume control of them. There is another Stronghold as well as two Machine Cults. Don't build up an army yet. Instead, order your Assault Marines to take control of SP7, SP8, and SP9, all of which are within the outpost. You should have at least one Servitor in the outpost. Order it to construct Listening Posts at each of the Strategic Points after you capture them. A second Servitor can repair the Turrets and build a few new Turrets, especially at the central entrance. Build a Sacred Artifact at your outpost. Don't worry about a Chapel-Barracks. You won't need one here.



Your army will consist of Land Raiders and Terminator Squads.

While they are keeping the Chaos forces busy, move your Assault Marine Squads to the crossing and use their Jump Packs to fly across the rift. Don't stay to fight the Chaos units. Instead, move your Assault Marines to the outpost.



The Assault Marine Squads defend the outpost while you build your army.

tip

Because you need lots of requisition resources and power to build your army, research the upgrades at the Listening Posts and Plasma Generators. Each has two upgrades that increase your flow of resources.



Assembling the Army

After the Sacred Artifact is complete, upgrade your Stronghold/Monastery at the outpost to a Fortress Monastery. Perform the research at the Sacred Artifact. Because you have the Relic at R1 under your control as well, you can produce Land Raiders at your Machine Cults. These are expensive, but powerful vehicles.

They take some time to arrive at your outpost, so build them as you have the resources. Build an Orbital Relay. This allows you to build Terminator Squads at your base's Chapel-Barracks. Because they are delivered onto the battlefield by Deepstrike, you can build them at the Chapel-Barracks, then have them arrive at the outpost. Research Personal Teleporter at the Orbital Relay, as well.

Even though it takes time and resources, build four Land Raiders and four Terminator Squads. After the Terminators are ready, Deepstrike them into your outpost and reinforce each squad up to its cap of eight. Upgrade each squad with a couple of Assault Cannons. To build enough squad capacity for your Terminators, you have to eliminate your Space Marine Squad and Servitors at the base. Select each and press **Delete** to open the squad cap.

While your army is assembling, use your Assault Marine Squads to grab additional Strategic Points. Send them to capture SP10 to the north of your base. A Chaos squad defends it, so wipe them out, use Melta Bombs on the structure, then take control of SP10. Bring a Servitor to build a Listening Post, then upgrade it to a Fortified Position. Send them to SP15 to clear this area, as well. After you have both of these positions secured, don't reinforce your Assault Marine Squads. You need them eliminated to get your last Terminator squad. However, don't just get rid of them. Send them to SP11 and SP12 to cause as much damage as they can before they are wiped out.



The Assault Marine Squads attack SP10. Watch out for a Bloodthirster who patrols this area.

tip

The Chaos Forces send a Bloodthirster to attack your forces. This is similar to the Avatar of Khaine you faced during the previous mission. Concentrate your fire on it, and your Land Raiders and Terminators will have no trouble taking it out. Use the Librarian's Word of the Emperor ability to weaken this giant daemon.



Advancing to the Chapel

After you have two Land Raiders and two full-strength Terminator Squads, you can advance. Attach a leader to each squad. You should have a Force Commander (you may first have to eliminate these leaders at the base) at the outpost, and you can build a Librarian. Build Apothecaries to attach to the other two Terminator squads when they are ready. Land Raiders are the only vehicles that can carry Terminators. Because these squads move so slowly, load them into the two Land Raiders and send them toward SP11 and SP12 to finish where the Assault Marines are fighting to the last person. Unload the Terminators to help capture both of these Strategic Points, then build Listening Posts at each, upgrading to Fortified Positions.

As Land Raiders and Terminator squads are ready at the outpost, send them to join up with the two on the attack. Your next target is R2. Take control of this Relic and build a Listening Post, then a Fortified Position here. Hold this area with two of your Land Raider and Terminator teams, while sending the rest to get SP13. Assemble your powerful army near R2 and bring up your squads to full strength.



The Land Raiders' powerful weapons make short work of enemies at the Strategic Point.



The Force Commander calls in an Orbital Bombardment.

Assault on the Chapel

The Forces of Chaos have assembled a lot of units and positioned them right in front of the Chapel to block your army from entering. Chaos Predators, Defilers, Obliterators, and squads are arrayed here to fight you. Detach the Force Commander and send him to call in an Orbital Strike right in the middle of the enemy position. Send him to his squad. Keep your Terminators north, engaging the Chaos Fortified Positions and infantry while your Land Raiders focus on the Defilers and Predators. The Librarian's Word of the Emperor ability helps your Terminators fight longer and take less damage from the enemy, so use it when the fighting starts. Monitor your squads and reinforce them as necessary. If a squad takes heavy casualties, load it in one of your Land Raiders so it can restore its strength without being eliminated. This is a tough fight and the enemy will throw a lot at you. However, you can overcome.



Blast in the Chapel doors.



Take out the traitorous Imperial Guard both inside and outside of the Chapel.

After you defeat the Chaos defenders, order your Land Raiders to target the Chapel doors and blast them open. They are sturdy and it takes several shots to accomplish this. Use this time to reinforce your Terminators and unload any that were inside the Land Raiders recovering. After the doors are open, send in two squads of Terminators and two Land Raiders. Leave the rest outside. When your troops enter the Chapel, Imperial Guard troops arrive. However, they are not here to help you. Instead, they have turned traitor and are attacking you. While you have the firepower superiority, there are a lot of these enemies, so monitor your squads as you fight. After you defeat them, the mission ends as the Chaos Sorcerer escapes with the Key.



Chapter 15

Unholy Ceremony

Tartarus is a planet gone mad. Over 60 percent of the population has fallen to the Ork forces, and what's left of the Imperial Guard is fighting a desperate losing battle to protect those that remain as they leave the planet. The Imperial Guard traitors we encountered in Lloovre Marr are not the only ones. Nearly 25 percent of the Guard has treacherously turned on their former comrades, forming maniacal blood cults that ambush and carve up their fellow guardsmen. While it is known that the powers of Chaos affect the minds of men, it has rarely been seen with so many at once and never so quickly. The Imperial Navy holds orbit, and the Blood Ravens' own Battle Barge, the *Litany of Fury*, awaits a call to pick up all Blood Raven forces on a moment's notice. We are prepared to leave this doomed planet, but before we go, there are things we must do—put a stop to the Forces of Chaos and destroy the Maledictum, or die trying.



To help you accomplish your objectives, you have a force of Imperial Guards under your command.



Objectives

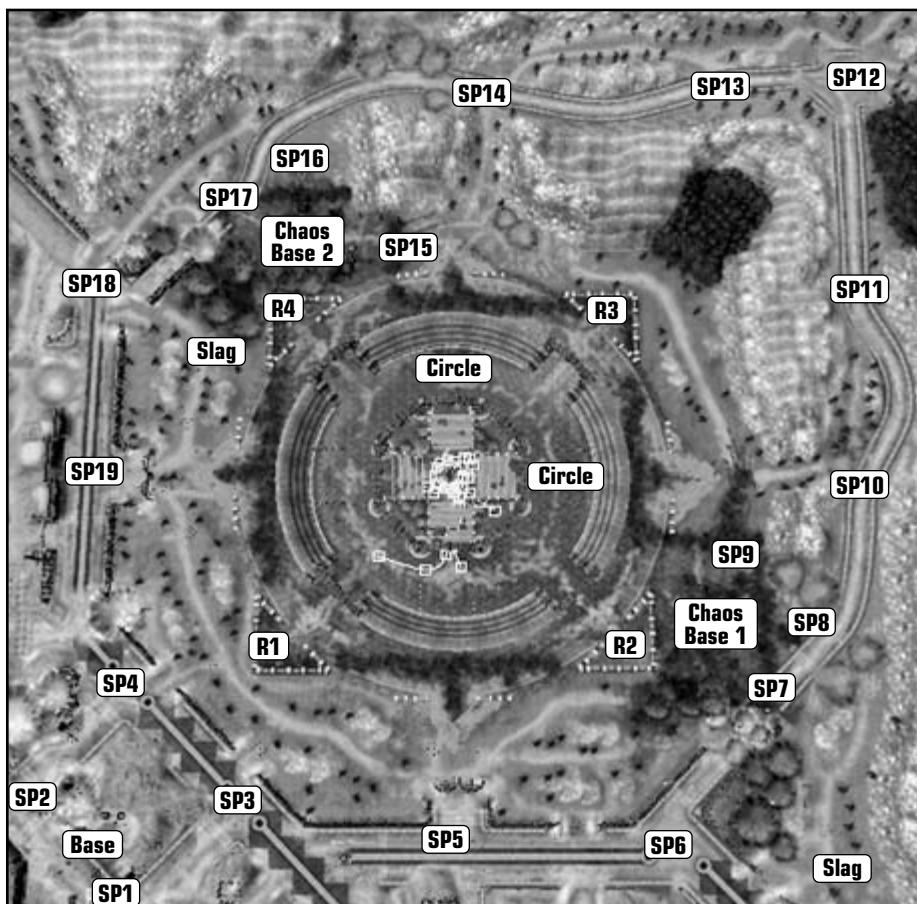
Primary

- Capture the Relics.
- Hold the Relics.

Secondary

- Destroy the Chaos bases.

Mission Map



Tactical Walkthrough

This is a tough mission. Your base comes under constant attack right from the beginning and you have to defend your base even as you advance against the enemy. The good news is that the loyal remnants of the Imperial Guard assist you in your tasks.

Chapter 15: Unholy Ceremony

Building Up Your Strength

Your base is in the map's southwest corner. A number of Leman Russ Tanks are parked along the street. However, these are under automatic repair. As each one is repaired, it gets put under your command. In addition, you receive Imperial Guard infantry squads throughout the mission. Like your Space Marine Squads, these squads can be reinforced and upgraded. Bring each squad to its cap of 15 soldiers and upgrade them with Plasma Guns.



Guard your forward Strategic Points with your Space Marine Squads along with the Imperial Guards.

You have a Stronghold, Chapel-Barracks, two Plasma Generators, a couple of Servitors, and the Inquisitor. As you build a Space Marine Squad and a Scout Marine Squad, put your Servitors to work building an Armory and another Plasma Generator. Position an Imperial Guard squad north of SP1 and another north of SP2. Once your Space Marine and Scout Squads are complete, send them to take control of these two Strategic Points. Research Infiltration and then build another Space Marine Squad. The enemy sends squads to attack your base. Initially they are just Cultists, which the Imperial Guard can handle. However, you also have Raptors coming to attack. Assign one Space Marine Squad Flamers and the other Heavy Bolters. Then send them to take control of SP3 and SP4 respectively. Move your Imperial Guard Squads forward as well to help protect these areas. By now you should have a tank, which you should move forward to support your infantry.



As soon as your squads are deployed, send them to capture the first Strategic Points.



You receive a number of Leman Russ Tanks, one at a time. Move them to help protect your base from enemy attack.

Build Listening Posts on all four Strategic Points and upgrade them to Fortified Positions. Upgrade your Stronghold to a Monastery. You also need two more Space Marine Squads—one with Missile Launchers and the other with Plasma Guns. While the Imperial Guard and your Space Marine Squads defend your base, send your Scout Marine Squad out to look for the enemy around the map. Proceed around counterclockwise, taking control of any Strategic Points that do not contain enemy structures. Don't worry about building Listening Posts on them right now. You just want to grab some free requisition resources while you keep building up your base and army. Don't forget to perform resource upgrades at your Plasma Generators and Listening Posts.

Back at the base, you need to construct a Machine Cult and Sacred Artifact so you can then upgrade your Monastery to a Monastery Fortress. With this upgrade, you can begin producing Predator tanks at the Machine Cult. Build as many as you can and upgrade them with Lascannons. Also, build an Orbital Relay. Perform all of the research you can.



Build up your base until you have all the structures available and all research completed.



Scout Marine Squads, with Infiltration activated, are great for capturing undefended Strategic Points around the battlefield.

Destroy the Chaos Bases

While your main objective is to capture the four Relics, it is nearly impossible to capture and hold all four because the enemy keeps sending a tremendous number of units to fight you. Therefore, before you even try for the Relic, destroy the two Chaos bases. Though it may seem overkill, order both your Terminator Squads from the north, with the Force Commander attached to one, and

About this time, the Force Commander arrives in the northeast at SP12. He brings a couple of Scout Marine Squads, three Terminator squads, and some Servitors. Take control of SP12 and begin reinforcing your Terminators up to full strength. Build a Listening Post at SP12 and then upgrade it to a Fortified Position. Put your other Servitors to work building Bolter Turrets and then upgrade them to Missile Turrets. You want to defend SP12 as a northern outpost. Send your new Scout Marine Squads out to pick up undefended Strategic Points and to locate the enemy's forces.



Lay waste to Chaos Base 1.

Chapter 15: Unholy Ceremony

your four Space Marine Squads (with the Inquisitor and Apothecaries attached) and a couple Predators from the south to converge on Chaos Base 1. They should have little trouble clearing out this base, but the enemy may send a large army to try to stop you. Monitor your squads and keep them at their peak fighting efficiency.



Two Sacrificial Circles near the map's center spew out enemy units. Destroy these structures.



Terminators tear apart the Chaos Stronghold at Base 2.

With this first base destroyed, you have limited the number of units the enemy can send after you at once. Now it is time to go for Chaos Base 2. Take a shortcut across the middle of the map, taking time to destroy the two Sacrificial Circles. Chaos Base 2 is larger and usually better defended. However, you have a lot of firepower going in. Leave no Chaos structure intact. Now that both Chaos bases are destroyed, as well as the two Sacrificial Circles, you just have to worry about the Chaos forces already on the battlefield.



Predator tanks defend the Space Marine base against Chaos Obliterators.

While you are going after the Chaos bases, expect an attack against your bases. It does not really matter if your northern outpost falls. However, you must keep your southern base safe. Keep an eye on the Mini Map while you are going on the offensive. Chaos often sends a Bloodthirster to wreak havoc at your base. If you have built several Predator tanks, they should, along with the Imperial Guards, be able to take care of it. However, if necessary, order your Space Marine Squads to return to base to deal with the mighty daemon. Terminators would work better, but they're slower and might not get there in time.



Terminators capture and then defend a Relic.



The Force Commander slays the Chaos leader.

Capturing the Relics

With the Chaos bases destroyed, capturing the Relics is much easier. Pick the one that your army is closest to and advance. Each is defended by Turrets, so destroy the defenses and take control of a Relic. Leave a Terminator squad to guard the Relic and then send the rest of your army to the next Relic. Repeat this process until all four Relics are under your control. Once this occurs, you have a new objective—to hold the Relics. Because the enemy cannot build any new units without bases, this is easy. Now just wait until the mission ends.



Chapter 16

Old Friend



The Force Commander first met the Librarian Isador Aklos when he was still a Battle Brother with no men at his command. Over 30 years in service and the Force Commander had not even attained veteran status. He has seen the power of the Librarians and their neophytes, but none who wielded the kind of raw power, ability, and will that Isador possessed. In battle he discovered that these traits were matched only by his knowledge and wisdom. Isador was truly a great man. He will be missed.

We now go to destroy the traitorous individual who inhabits Isador's form. Emperor give us strength.



The Chaos Bloodthirster is a constant threat to the success of your mission.

Objectives

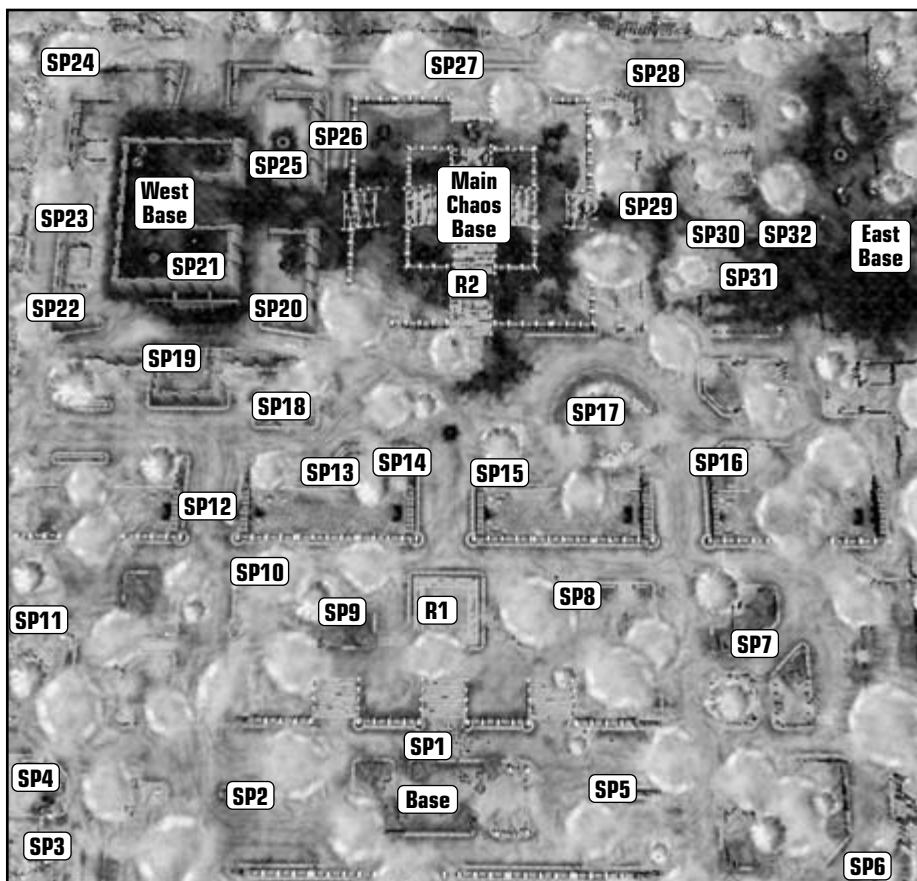
Primary

- Destroy the traitorous Librarian Isador.

Secondary

- Destroy all of the Chaos Forces.

Mission Map



Tactical Walkthrough

This is the toughest mission you have faced thus far in the campaign. You start off with the beginnings of a base: a Stronghold, Chapel-Barracks, and Armory. In addition to the Force Commander and Inquisitor, you have a Servitor and a Space Marine Squad. The forces of Chaos begin in the north. They have three bases and lots of units. The battlefield is filled with Strategic Points, offering lots of resources.

Defend Your Base

Right from the beginning, you must get ready to defend your base. A Bloodthirster is headed your way. Equip your Space Marine Squad with Heavy Bolters, build a couple of Space Marine Squads at the Chapel-Barracks, get a Scout Marine Squad at the Stronghold and research Infiltration, then research the Heavy Weapon upgrade at the Armory. Attach a leader to your squad and get ready. You need some power, so have your Servitor build a couple of Plasma Generators.

While you are waiting, the Space Marine Squad can be taking control of SP1. After they are ready, send the Scout Marine Squad to take control of SP2, followed by SP3 and SP4. Don't worry about building Listening Posts on them right now. You need all your requisition resources for your squads to fight off the Bloodthirster, so you don't have any to spare for structures.

When the Bloodthirster approaches, order your Space Marine Squad, leaders, and other squads as they arrive to attack the daemon. Arm your second squad with Flamers. Leave subsequent squads with just their normal weapons. You eventually kill the Bloodthirster. However, you cannot relax. Chaos sends another shortly. Therefore, use the time you have to upgrade your Stronghold to a Monastery so you can arm your third and fourth Space Marine Squads with Plasma Guns and Missile Launchers respectively. Also build Listening Posts at each of your Strategic Points and upgrade them to Fortified Positions. You need a couple more Servitors and another Scout Marine Squad to take control of SP6 and SP7. Because your Strategic Points are spread out, build a couple of Assault Marine Squads. These fast units can be sent to help defend your Fortified Positions against attacks.



You do not have much time to prepare your defenses against the Bloodthirster.



You'll be better prepared for the second Bloodthirster. Do not let it withdraw if it takes too much damage. Try to destroy it completely.

You may not get all of that accomplished before the second Bloodthirster arrives. Throw all of your combat units at it. With more squads and more Heavy Weapons, this one should go down quicker. However, other Chaos units arrive to attack you as well. Continue building up your base with a Machine Cult and Sacred Artifact. You can now upgrade your Monastery to a Fortress Monastery. Once this is completed, Predator tanks are available at the Machine Cult. Begin a building cycle to turn out as many of these tanks as possible and group them with three or four Space Marine Squads to build an attack team.



The Relic at R1 serves as the center of your southern defenses and anchors your clearing actions.

Secure the South

If you try to advance north in a long line from the east to the west, you have to spread your forces too thin. Instead, begin in the west and then swing around to the east in a giant arc. The pivot for this wheeling advance is the Relic at R1.

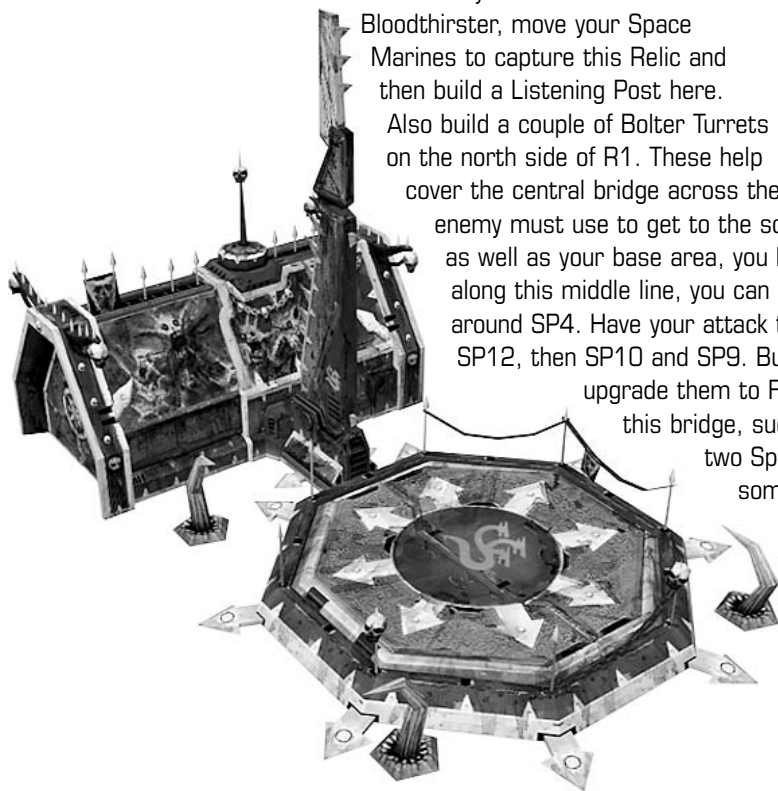


The combination of Predator tanks and Space Marine Squads eliminates anything Chaos sends your way.

As soon as you deal with the second Bloodthirster, move your Space Marines to capture this Relic and then build a Listening Post here.

Also build a couple of Bolter Turrets on the north side of R1. These help

cover the central bridge across the rift. This is one of three bridges that the enemy must use to get to the southern part of the battlefield. By holding R1 as well as your base area, you have divided the south in half. While defending along this middle line, you can clear out the southwest quadrant beginning around SP4. Have your attack team advance to and take control of SP11 and SP12, then SP10 and SP9. Build Listening Posts at each Strategic Point and upgrade them to Fortified Positions. Keep units at SP12 to hold this bridge, such as a couple of Predator tanks and one or two Space Marine Squads. Have a Servitor build some Bolter Turrets.





The forces of Chaos try to build structures all over the map so they can build units to attack you. Destroy all that you find before they can cause trouble.

Now that you control two of the three bridges linking the north and south, it's time to make a sweep in the east. From SP6, advance to and capture SP7 and SP8. As before, secure these with Listening Posts and Fortified Positions. Position some of your units across the eastern bridge to block enemy access to the south, which you now completely control.



Several Space Marine Squads prevent Chaos units from crossing the eastern bridge.



Space Marines destroy yet another Sacrificial Circle. Chaos likes to build these all over the map.

Advancing into the North

Because you do not have a Strategic Point directly covering the eastern bridge, this is where you begin your advance into the north. Send three or four Space Marine Squads and a couple of Predators across the bridge to capture SP16. This point controls access to the eastern bridge. Build a Listening Post here and upgrade it to a Fortified Position. By this time, with so many Strategic Points under your control, you should have plenty of requisition resources. Upgrade all of the Fortified Positions along the rift to Heavily Fortified Positions. This gives these structures more firepower so they can take on enemy units that try to come into your territory.

The next step is to begin bringing your defending units along the south side of the rift across the bridges to capture the Strategic Points along the north side. Start in the east with SP17, then capture SP15, SP14, SP13, and SP18. As usual, secure these Strategic Points. Upgrade them to Fortified Positions.

By this time, with all of the Strategic Points armed with their own weapons, it will be difficult for anything but the most powerful Chaos units to gain access to the southern part of the map. You have moved the front line across the rift and right to the doorstep of the Chaos Forces.

Assaulting the Chaos Bases

The Chaos structures are organized into three bases. The central Chaos base is heavily defended and is where Librarian Isador is located. However, if you try to rush this base, you can expect Chaos units from the other bases to rush in and attack you on your flanks. Therefore, you need to destroy the two Chaos bases on the sides and eliminate their ability to produce new units.

The east base is the easier of the two side bases to access, so begin with it. While holding the line north of the ridge, send in a team of Space Marine Squads, with some Predator tanks for support. Advance to SP29, destroy the structure protecting this Strategic Point, and then move your team east to eliminate all of the structures that make up the east base. Once this area is clear, move your team to SP29 and hold there. They cover the eastern entrance to the central base and prevent any enemies from leaving.



Predator tanks provide the heavy firepower for destroying the east base.



Assault Marines jump the steep wall to take control of SP19.



Chaos infantry counterattacks the Space Marine forces attacking the west base.

Now hit the west base. This is a bit tougher because it's atop an elevated area with a narrow road for access. You need to destroy the Fortified Positions at SP19 and SP20. Assault Marines can jump up to SP19 and take it out with Melta Bombs while Predators go after SP20. Also eliminate SP25 and then lead your team up the ramp

Chapter 16: Old Friend

to destroy SP21 and the Chaos structures at this base. Move your team to the bottom of the stairs leading to the central base near SP25.

After both side bases have been dealt with, it's time to tackle the Librarian. Move your units still holding by the rift to the steps on the south side of the central base. If your units have not already started to fire on the Chaos Turrets protecting the base, use Predators and Missile Launchers to take them out at long range. With the defensive structures eliminated, it's time for the final assault. Order all of your units to advance up the steps to the middle of the central base. Once you get a unit to the top, the mission ends as you find the Librarian.



The final assault against the central



Justice comes to the traitorous Librarian Isador.



Chapter 17

All Out War

The planet of Tartarus is ravaged. Its cities are smashed and burning. Its ground is tainted with the blood of aliens, traitors, and cultists. There is nothing left but blasphemous heathens and the mighty Space Marines who will destroy them. In this dark place, in this dark hour, we will stand against the Emperor's enemies. And they will know that not even here on this desecrated infernal rock will we suffer the existence of the heretic. Not now. Not ever.



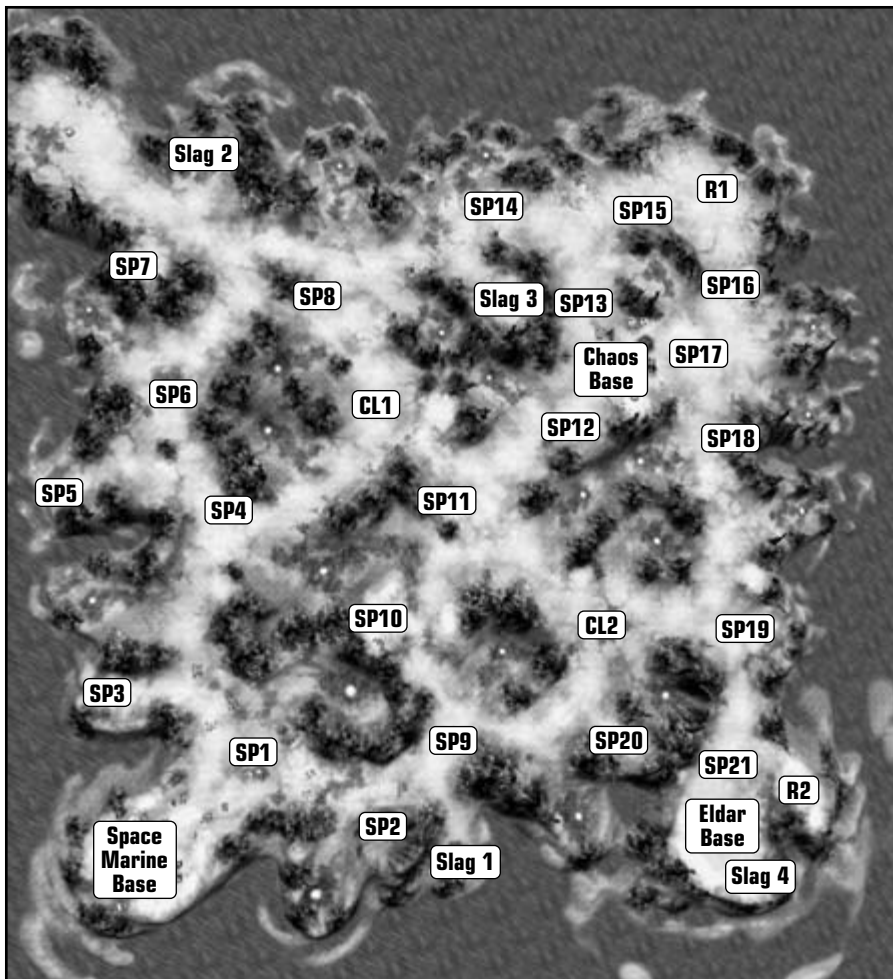
The Space Marines have set up a base for the final battle on Tartarus.

Objectives

Primary

- Kill the Daemon Prince.

Mission Map



Tactical Walkthrough

For the campaign's final mission, you fight a big battle. Three races are on the battlefield. However, this time you have an ally—the Eldar. Together you must crush the Forces of Chaos. The Space Marine base is in the battlefield's southwest corner. The Eldar base is in the southeast and the Chaos base is in the northeast.



The Eldar are your allies. Therefore, you can cheer on the Avatar of Khaine instead of attacking it.

While the Eldar are on your side and will not fight against you, they are quick to expand. Because you are allies, you cannot capture Strategic Points, Critical Locations, or Relics from them. Therefore, if you need these, get there first.

The Chaos Sorcerer has changed himself into a Daemon Prince. Destroying this powerful daemon is your main objective. However, this will not be easy. Because the daemon is carrying the Maledictum, it is immune to attacks and can unleash its own powerful attacks against your forces. The only way to defeat it is by using your Force Commander. Because he has been given the Daemonhammer, he cancels the daemon's invulnerability while he is in close proximity. Therefore, you have to get your Force Commander in close so that your other units can hurt the Daemon Prince. For this mission, the Force Commander will not be replaced if he is killed—so keep him safe!

Capturing a Relic

When the mission begins, you have the start of an army and the structures for your base are being set up for you. In addition to the Force Commander and Inquisitor, you have four Space Marine Squads, a Predator tank, a Dreadnought, a Rhino, and five Servitors. Unlike any other mission, you also begin with a lot of resources. Therefore, acquiring Strategic Points is not as important for the resources you receive as it is for denying them to the enemy.

A couple of your squads are under attack. Select your Predator, Dreadnought, and the other squads and order them to attack the Chaos squad. If it takes off, don't chase it down. Let it go. You have more important things to do. To build Terminators and Land Raiders, you need to control a Relic. There are two Relics on the battlefield. One, R2, is right next to the Eldar base and the Eldars will quickly grab it. After they have it, you can't get it. The other Relic, R1, is northeast of the Chaos base. If you can capture and hold this Relic, you also deny Chaos the ability to summon the Bloodthirster you had to fight numerous times in the previous mission.

To get to R1 and take control of it before any of the other races, you have to move fast. Attach one of your Servitors to a Space Marine Squad, then load it into the Rhino. When the troops are aboard, send it north toward SP6, then east across the battlefield's northern edge to R1. Order your Predator tank and Dreadnought to accompany it and provide fire support if necessary. They are slower than the Rhino, but do not worry. The Rhino can



The Relics are important in this mission. Because there are only two, you must move across the battlefield to take control of one at R1.

Chapter 17: All Out War

outrun anything the enemy will throw at you. Once at R1, unload the Space Marine Squad and order it to take control of the Relic. Detach the Servitor and build a Listening Post when the Relic is yours. Arm the Space Marine Squad with Heavy Bolters and position your vehicles to help defend here. Upgrade the Listening Post to a Fortified Position, then a Heavily Fortified Position. Also have your Servitor build several Bolter Turrets around the area. You must hold the Relic.

tip

If your force at R1 comes under attack frequently and takes losses, you may want to build a base here. Bring down a Chapel-Barracks for infantry and a Machine Cult for vehicles.



Capture as many of the Strategic Points in the west as possible to deny them to the enemy.

Building up an Army

While you are racing for the Relic, your other squads should be going for Strategic Points. SP1 is yours at the start, so send your three remaining Space Marine Squads to take control of SP2, SP3, and SP4. Leave the Force Commander and Inquisitor at base. You do not want to risk losing them. As your Servitors unpack their structures, send them to build Listening Posts at each. Also send a Servitor to Slag 1 to build a Thermo-Plasma Generator. Build more Space Marine Squads to help capture Strategic Points. Your goal is to take and hold SP5, SP6, SP7, SP8, and SP9. Build Fortified Positions on all after the Listening Posts, and upgrade those closest to Chaos with Heavily Fortified Positions.

At the base, upgrade your Stronghold to a Monastery. Increase your squad and vehicle caps to their maximum. Because you have a Machine Cult, build a Sacred Artifact after you complete the Monastery so you can then upgrade your headquarters to a Fortress Monastery. Perform all research, especially those upgrades at the Sacred Artifact, because your Force Commander needs all the help he can get. Build an Orbital Relay, and your base is complete. Build Predator tanks after you have the Fortress Monastery. Add three to your army and send them north along with a few Space Marine Squads.

Your Fortified Positions not only let you know when Chaos units are in their vicinity, but these structures also attack the enemy. Keep a squad or two near SP4 so they can move to block Chaos squads from getting to your base. The Eldar can protect your base's southern access. Position your three Predator tanks south of Slag 2 along with a few Space Marine Squads.

The main reason you built up your base was so you could access Terminator Squads. Build two or three Assault Terminator Squads at the Chapel-Barracks. You also need one Land Raider. If you have lots of units on the battlefield, you may not have room in the squad and vehicle caps for these new powerful units. You may have to destroy some of your squads or vehicles. For the infantry squads, get rid of all but one Servitor—the one at R1. If you need another at your base, you can always get one at the Fortress Monastery. Get rid of the Scout Marine Squad and Space Marine Squads in the west. After the Assault Terminators are ready, use the Deepstrike ability to deliver them to your outpost at R1. Reinforce them to their maximum of eight each.



Assault Terminators are what you need to defeat the Daemon Prince.



The Land Raider delivers the Force Commander to your outpost at R1.

Destroying the Daemon Prince

You are ready to go after the Daemon Prince. Your Assault Terminators at R1 cannot hurt the daemon until you get your Force Commander into the action. Load him aboard the Land Raider, then send it along the same route the Rhino took to R1. Keep the Force Commander safe inside the Land Raider for now.



The Assault Terminators move in to attack the Daemon Prince.

The Daemon Prince is in the Chaos Base. To defeat it, you must get the Force Commander near it without allowing your leader to be killed. To do this, send your Assault Terminators to attack the Daemon Prince. Because they have only melee weapons, they will engage in close combat, surrounding the daemon and causing it to attack them rather than using ranged fire to go after your Force Commander. Order your other units from R1 to attack, as well. Move your Land Raider in and unload the Force Commander and order him to attack the Daemon Prince. Use his Battlecry ability to increase your Assault Terminators' Morale and damage output. Keep the Land Raider nearby. If the Force Commander takes damage, load him up and get him to safety. You can always replace your other units, but not your leader. When the Force Commander is near the Daemon Prince, your units can damage the daemon. Keep up the pressure to destroy the Daemon Prince and complete the mission.



Protected by the line of Assault Terminators surrounding the Daemon Prince, the Force Commander and the Daemonhammer he wields act against the Maledictum, allowing your units to inflict damage on the Daemon Prince.





Chapter 18

Skirmish and Multiplayer Games

Warhammer 40,000: Dawn of War offers both Skirmish and Multiplayer games in addition to the Campaign. Multiplayer games allow you to compete against other players. You can connect in a number of ways: LAN (local area network), online through GameSpy, or through direct connections. For the latter type of connection, you need to know your IP address (if hosting) or the IP address of the computer to which you want to connect. Skirmish games are similar to Multiplayer games except that the computer AI takes control of your enemies rather than other players.

Chapter 18: Skirmish and Multiplayer Games

Setting Up a Game



The Multiplayer connection screen



For playing online, you must sign in.

Whether you are hosting a game or playing a Skirmish, setting up is the same. Select the map on which you want to play, then click on the Accept button. Along the left side of the screen are the various teams. Each player can select the race he or she wants to play as and also a color scheme. Each race has three or four races included. However, you can also customize your team's colors and decals. On the screen's right side are the Win Conditions, objectives you must complete for a team to be declared victorious. You can adjust these for each game, selecting one or more as you wish. Let's take a look at each of these conditions.



Select which Win Conditions you want for your game.

Win Conditions

Annihilate

Annihilate all enemies by destroying their base buildings.

Assassinate

Assassinate the enemy commander unit to eliminate that team before it assassinates your commander.

Control Area

After a team controls 50 percent or more of the Strategic Points on the map, a countdown begins. As long as that team can retain 50 percent or more of the Strategic Points for the duration of the countdown, that team will win.

Destroy HQ

Eliminate enemy headquarters structures to win the game. Lose your headquarters, and you lose the game.

Economic Victory

Amass resources to win the game.

Take and Hold

Capture and hold more than half of the Critical Locations on the map to win.

Sudden Death

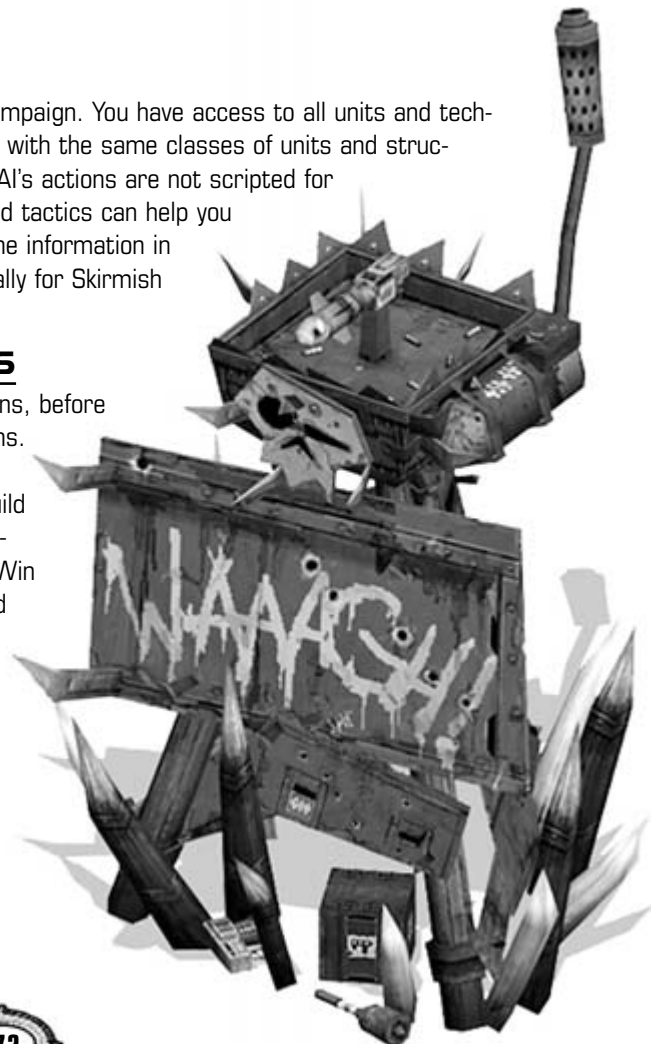
Take any Strategic Point from an enemy to eliminate him or her. Losing a Strategic Point costs you the game.

Strategy and Tactics

Skirmish and Multiplayer games are different from the Campaign. You have access to all units and technology during these games. In addition, each team begins with the same classes of units and structures. No team or race has an army and base. Also, the AI's actions are not scripted for Skirmishes. Due to these differences, some strategies and tactics can help you beat your opponents and achieve your objectives. While the information in Chapter 6 still applies, the following are included specifically for Skirmish and Multiplayer games.

Consider Your Win Conditions

Because there are several different types of Win Conditions, before you plan a strategy, consider the current game's conditions. If you just need to take control of Critical Locations, don't spend time building up a huge base and army. Instead, build fast units that can get to these positions quickly and overwhelm any enemy units in the area. For the Assassinate Win Condition, you want to hide your leader somewhere behind defenses instead of having him lead a squad into combat.



Chapter 18: Skirmish and Multiplayer Games

Build a Base



You begin with a headquarters and a builder. Put it to work establishing a base.



Build Plasma Generators. Even though you don't need much power for early units, produce it early for later use.

Because you don't begin with a base, the first thing you need to do is build one. You begin with a headquarters structure and a builder unit. Each race has its own sequence of creating structures, so follow that. The key is to be able to build infantry squads as soon as possible, upgrade them, then gain access to vehicles.

To build this base, you need resources. Each headquarters can build at least one type of infantry squad. Order one or two and send them to grab Strategic Points near your base. You need more builder units as well to build Listening Posts or similar structures on your Strategic Points to secure them and increase the rate at which you receive requisition resources.

Find the Enemy

You should have a good idea where the enemy base is initially, because starting positions are known. However, send out Scout units to find the base and keep an eye on what your opponent is doing. Use Infiltration to stay invisible and observe how your enemy is building a base and the types of units built. Also watch to see if squads are being sent to attack your base.

Defend Your Base

Because you are not alone on the map, expect the enemy to send infantry squads to attack you. As one approaches, you may have to order one of your infantry squads to stop taking control of a Strategic Point and fight off the enemy. After the area is clear, resume taking control of the Strategic Point.

Many bases have a limited access due to cliffs and other impassible terrain. Therefore, position your defenses along this route. Use infantry squads as well as structures such as Turrets to engage enemy units who get too close.

Raid the Enemy

Nothing is more frustrating to a commander than to have enemies attack his or her base while he or she is setting it up. Your job is to make the opposition as uncomfortable as possible. Therefore, while you are setting up your base, send an infantry squad or two to attack the enemy's squads as they are securing Strategic Points. Killing builder units, especially those away from the base is also a good tactic. While it does not cost the enemy a lot of resources to replace these units, it does cost them time.

Other targets for raids can be structures in the enemy's base. Send in some units that can Jump or teleport across impassible terrain to bypass the base defenses and hit the enemy where it hurts. Some raids may be suicidal, where you let the unit fight until it is destroyed. However, hitting a little, then withdrawing is better because it forces the enemy to send units after yours or keep units back to defend the rear of the base instead of attacking your base. Raiding allows you to maintain the initiative and forces the enemy to react to you.



Select which Win Conditions you want for your game.

Build Up an Army

One of the balancing features of *Warhammer 40,000: Dawn of War* is the squad and vehicle cap limitations. No one can build hundreds of units. Instead, you can build lots of weaker units or a few powerful units. Initially, build lots of cheaper units because you need to defend your base and attack the enemy. However, as you build new structures and complete research, more powerful units become available. If your caps are maxed out, you have to destroy lesser units to bring powerful units into battle. Scout and builder units also take up squad capacity points.



Use your army to not only defend your base, but to deny the enemy access to parts of the battlefield. Use terrain such as craters for cover.

Take Control of the Battlefield

All maps contain several Strategic Points and possibly Critical Locations and Relics. Control of these positions provides requisition resources for you to use to build structures, conduct research, and bring units onto the battlefield. Control of these locations has a dual effect. Not only does it benefit you to have as many as possible, but also the more you have, the fewer your enemy controls. The first part of most missions consists of all players sending out squads to capture as many as possible. Normally pick up the ones closest to your base first, so you can get to them quicker and better defend them. However, if you are

Chapter 18: Skirmish and Multiplayer Games



Scout units are great for taking control of locations around the battlefield—especially when they are invisible.

feeling ambitious, go after those points in the middle between your base and your enemy's. Then work toward your base. For this strategy, build lots of cheap squads so you can flood the battlefield and capture as many locations as possible. Send out builder units to secure them. Use your cheap units to attack the enemy and take whatever he or she leaves undefended.

Assault and Destroy the Enemy Base



Bombard the enemy base with artillery units.



When the enemy infantry comes out to get your artillery, they walk into an ambush by your infantry.

Many battles come down to assaulting the enemy base. While this was discussed in Chapter 6, here are a few additional tips.

Bombard the enemy from outside visual range. Position squads of infantry around your artillery units to protect them. While the computer AI doesn't always come out to see where the bombardment is originating, you can expect other players to charge—right into the guns of your squads. When the enemy units move away from their base's defenses, they are easier to take out. Move in to assault the base without having to worry about infantry protecting it.



Chapter 19

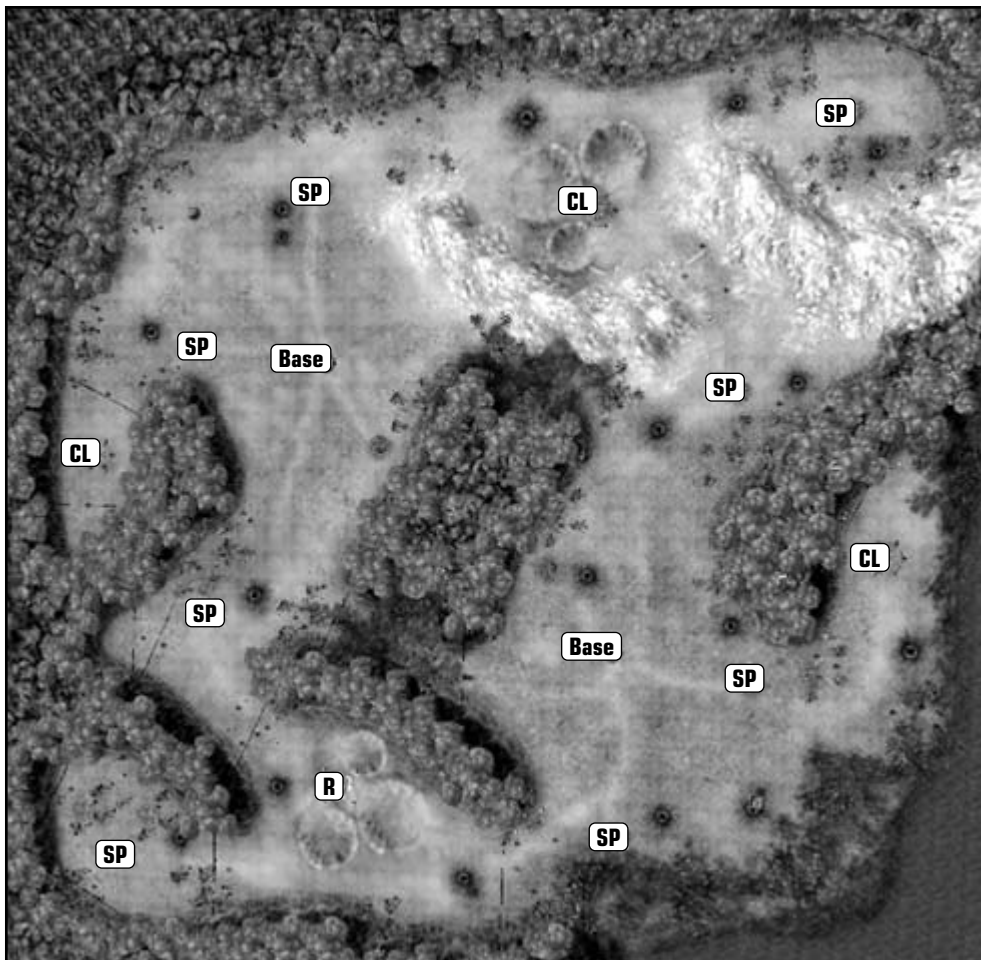
Skirmish and Multiplayer Maps

Warhammer 40,000: Dawn of War includes lots of maps you can play for both Skirmish and Multiplayer games. Following are detailed maps showing the location of all bases and key positions as well as some tips to help you achieve victory over your enemies.

Battle Marshes (2 Players)

The swamps and mashes of Larbentian are some of the worst fighting grounds in the sector. The waters can come alive all around you in an instant. Only the foolish would choose this for a defensive position.

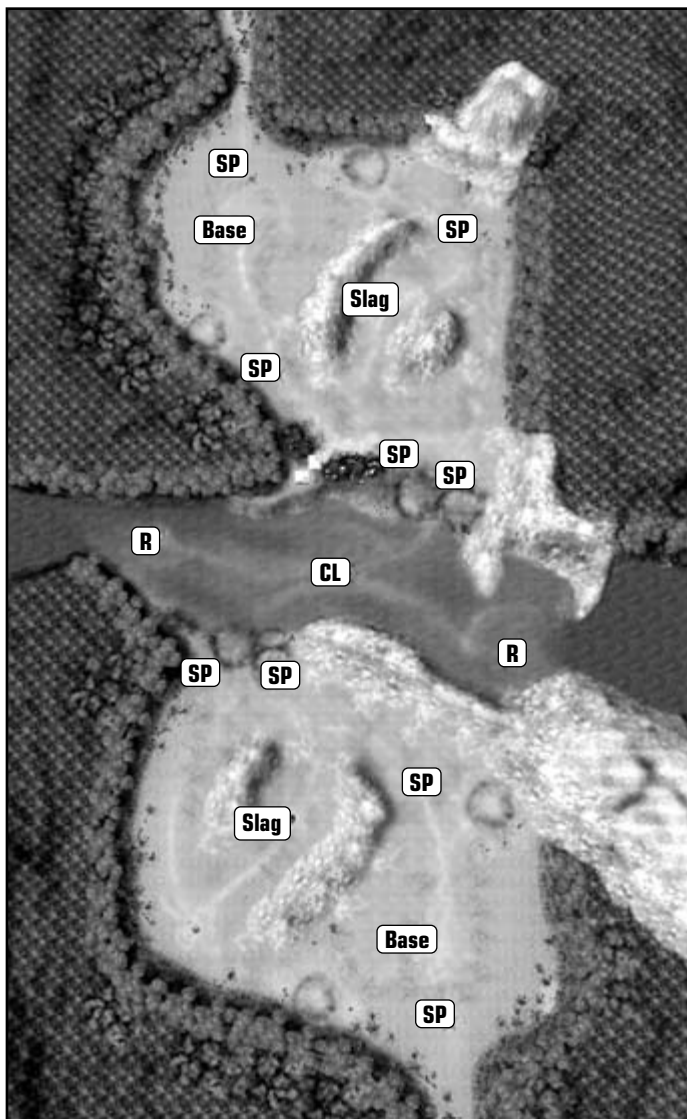
Forests and steep hills build narrow passages throughout this map. No matter how far you advance from your base, you only need to defend at two narrow locations to prevent the enemy access to your base.



Deadman's Crossing (2 Players)

"I don't like the looks of this valley. Seems like the perfect place for an ambush."

—Last Words of Sergeant Grimson, 99th Steel Legion



A river divides the map in two. Because of impassible terrain along most of the riverbanks, as well as two Strategic Points at each entrance to the river, it is easy to build a static defense of Turrets and Minefields. However, Jump-capable units can easily fly over the impassible terrain, thus bypassing the defenses.

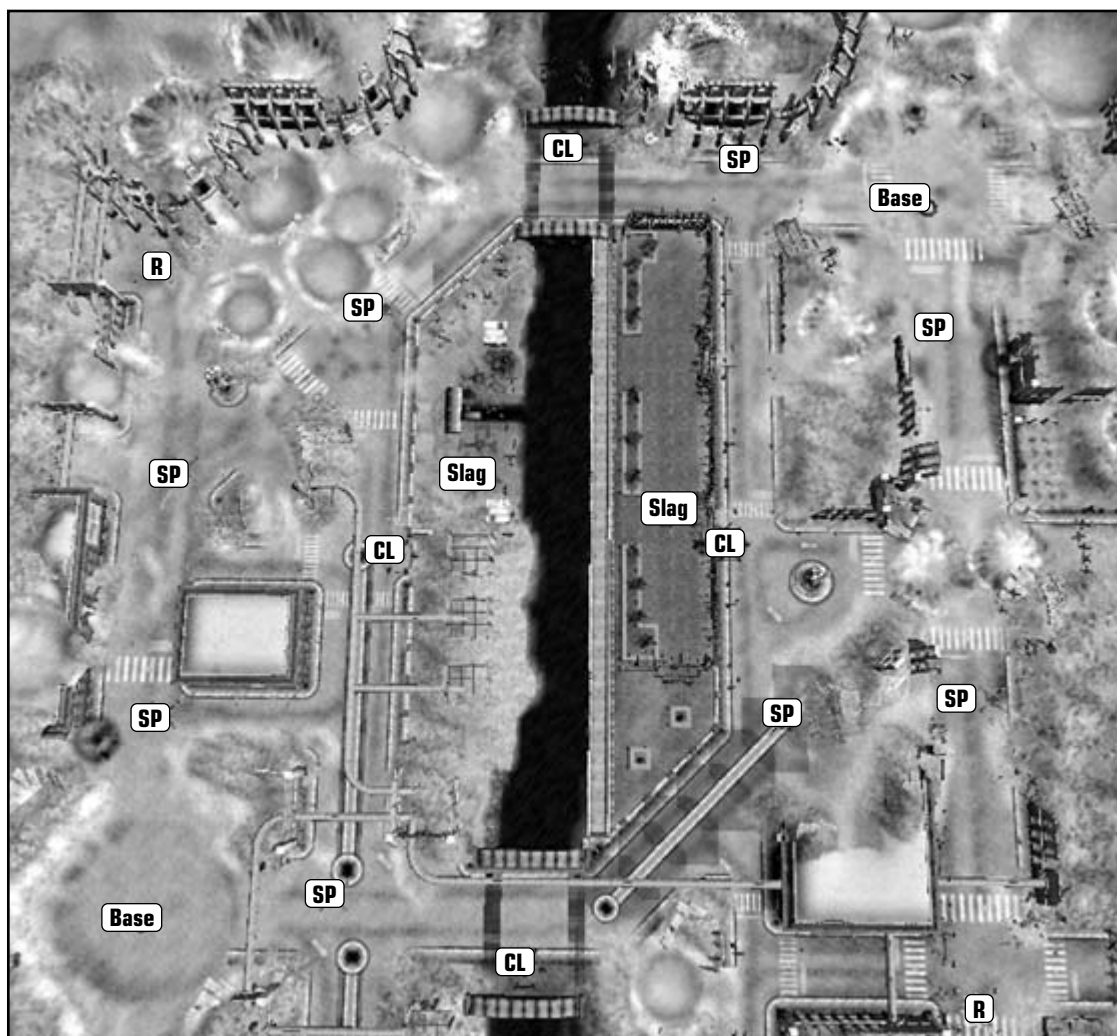
Chapter 19: Skirmish and Multiplayer Maps

Fallen City (2 Players)

The battle for the city of Magna Bonum has left little that is recognizable.

This sacred city must not fall into the hands of the enemy!

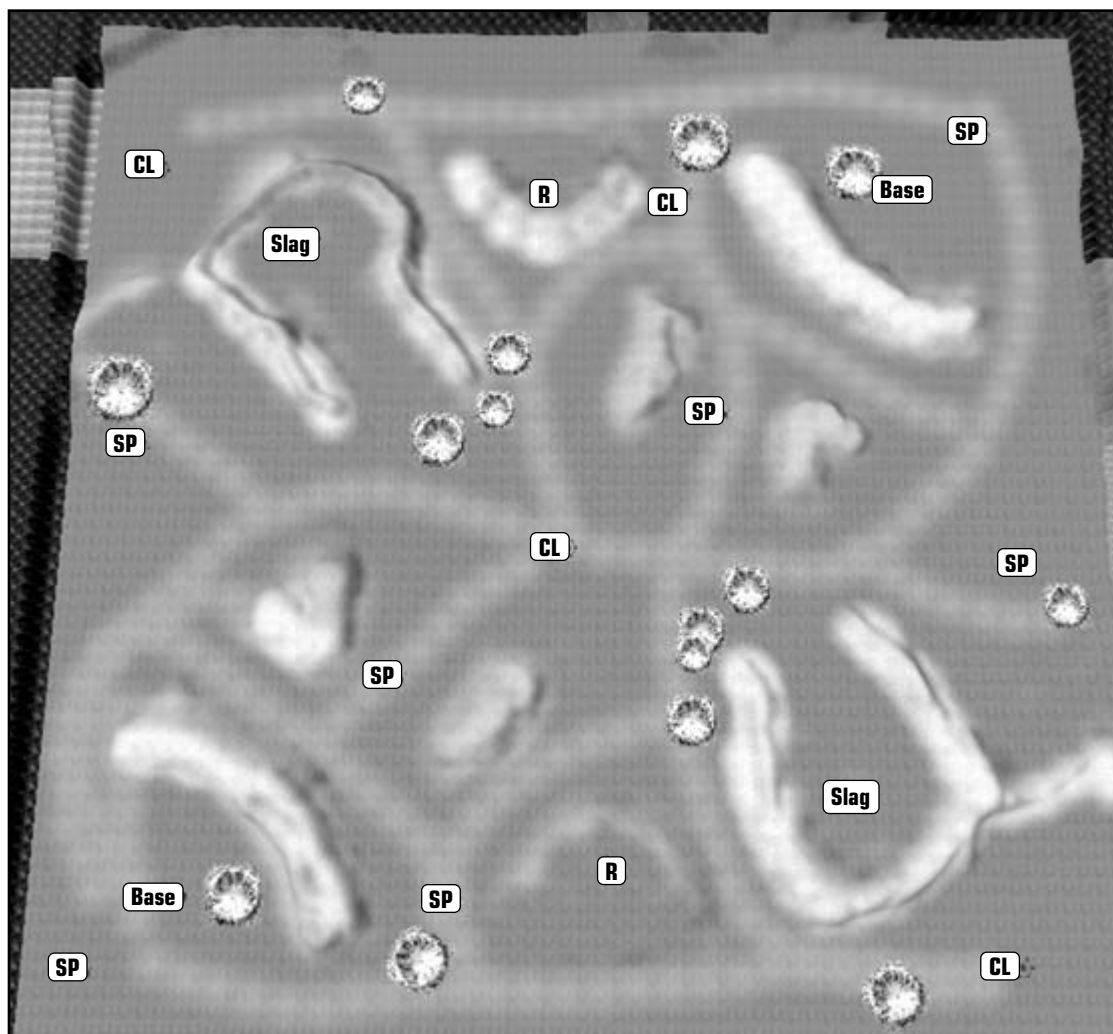
The pool in the middle of the map divides the battlefield into two strips. Divide your army into two groups—one for each side. Put more units and firepower in your attacking group, and keep just enough in the other group to prevent the enemy from getting to your base.



Meeting of Minds (2 Players)

Traveling the tangled skeins of probability, Farseers engage one another at this location to improve their psychic powers and tactical prowess.

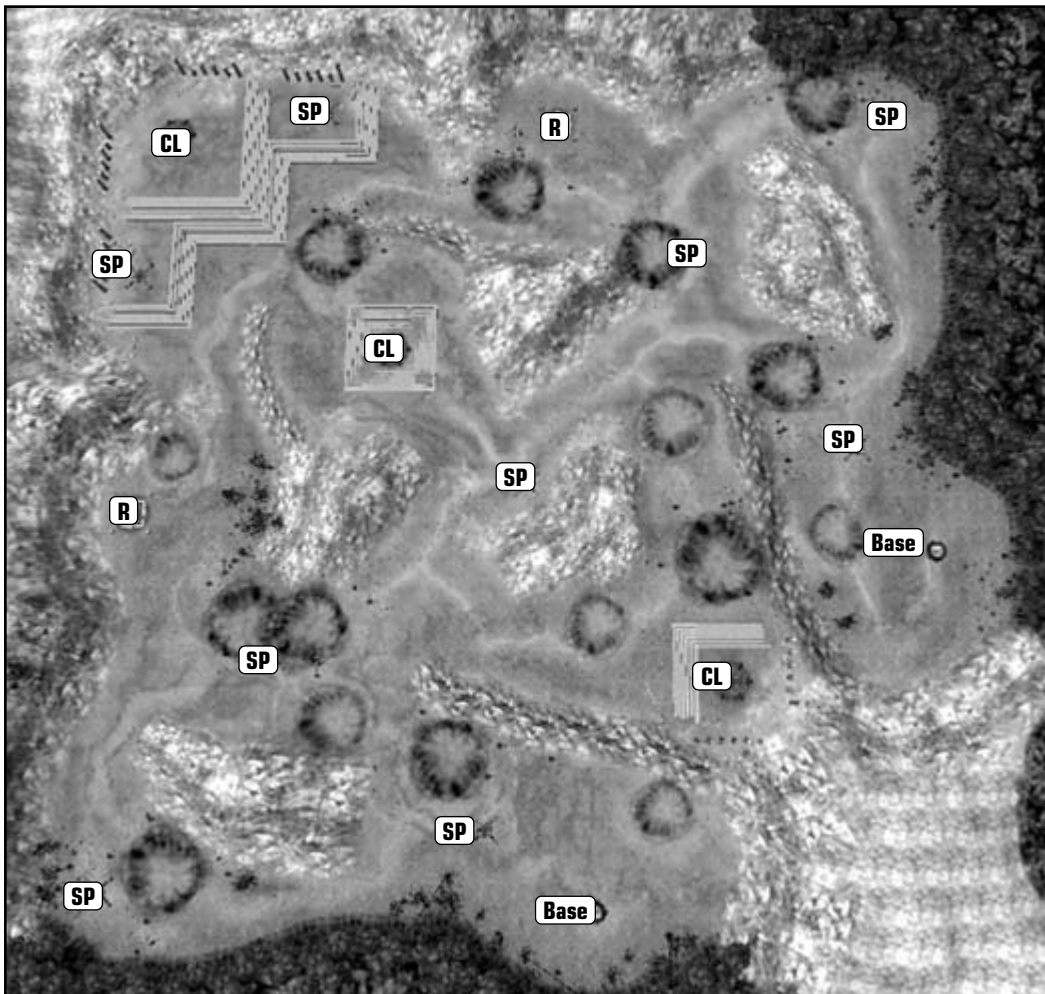
This map is a grassy plain with some rolling hills and steep ridges. Craters scattered about provide the only cover terrain. The map is quite open, with many approaches to each base, making it difficult to construct an effective static defense.



Outer Reaches (2 Players)

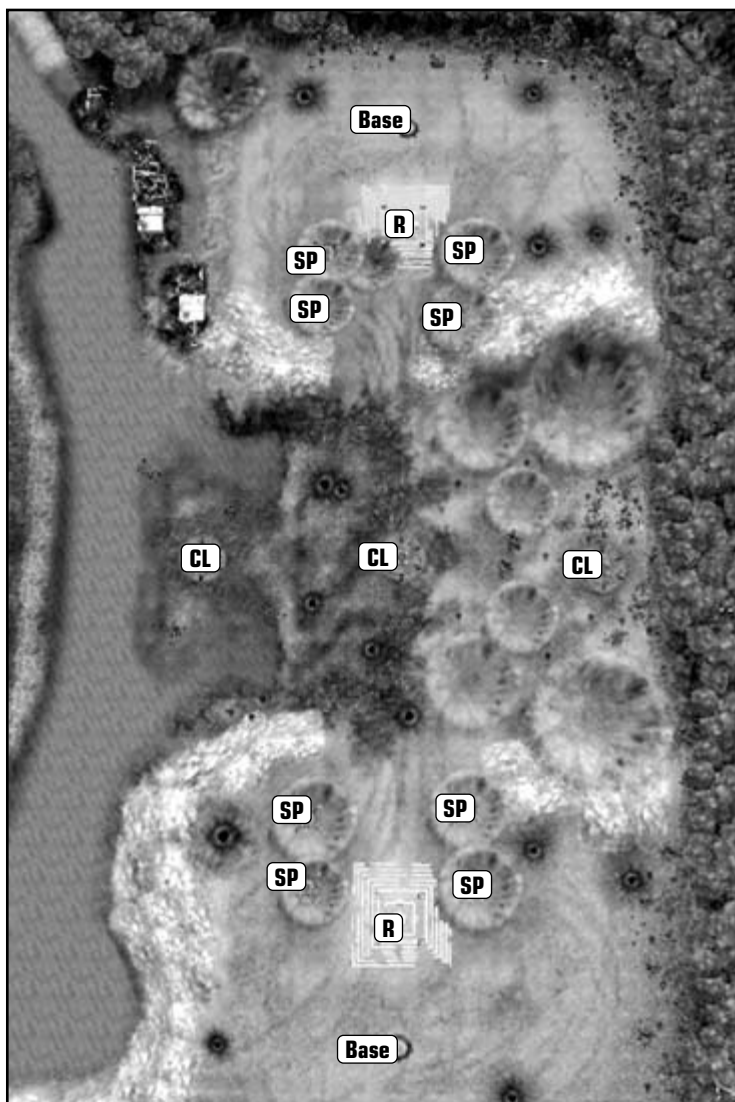
On the outskirts of the known galaxy lie mysteries to enthrall and inspire fear in the hearts of even the most faithful man. What was once discovered here, only the dead now know.

This map has both bases in the southeast quadrant. However, they are divided by a ridge containing a Relic. It's vital to control the Relic next to the bases. Building Turrets here allows you to fire on the enemy base below. Most of the Strategic Points are around the perimeter of the map. Try to corner the enemy in a small area if possible.



Valley of Khorne (2 Players)

Once home to a lively and welcoming peasant village, this valley was tainted by the horrors of Chaos. Khorne took note of the daily, bloody rituals its people were performing supposedly in the name of their living god the Emperor.

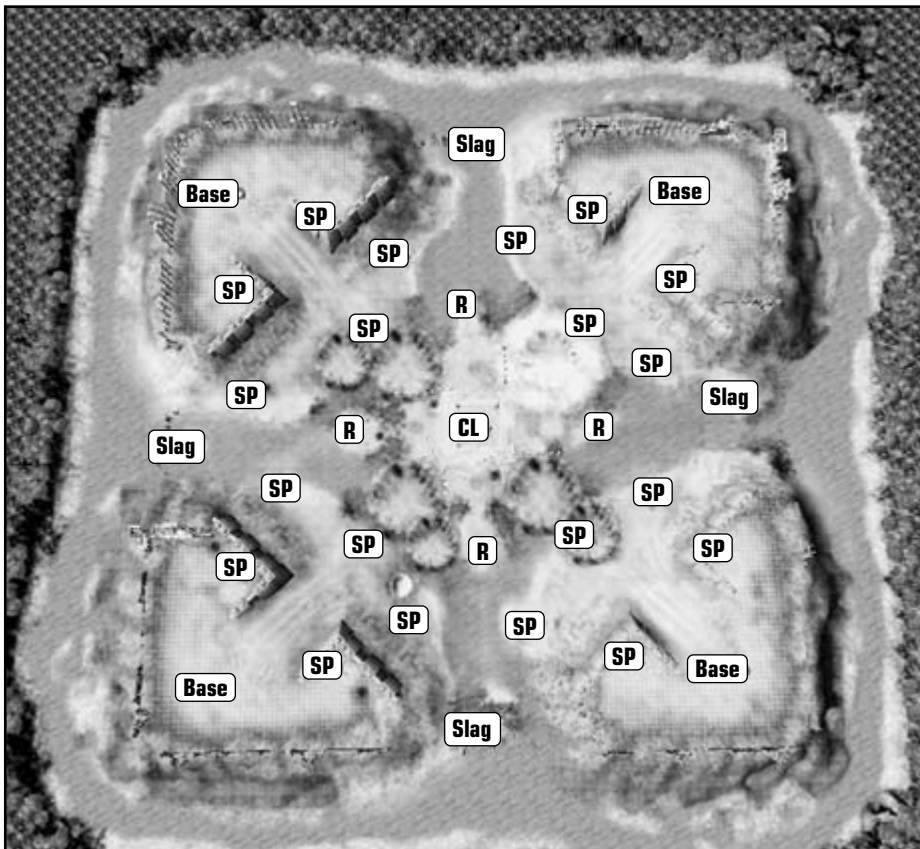


This is a great basic map to use when concentrating on fighting, not on grabbing locations. Each base has a Relic and four Strategic Points next to it. Three Critical Locations are in a line equidistant from each base. Because Listening Posts cannot be built on Critical Locations, you cannot build structures here to help you defend. Each base is also accessible by a narrow ramp facing the middle of the map. Impassible terrain surrounds the rest of the base areas. Units that can fly or teleport across this terrain can sneak in the back door to attack or raid.

Biffy's Peril (4 Players)

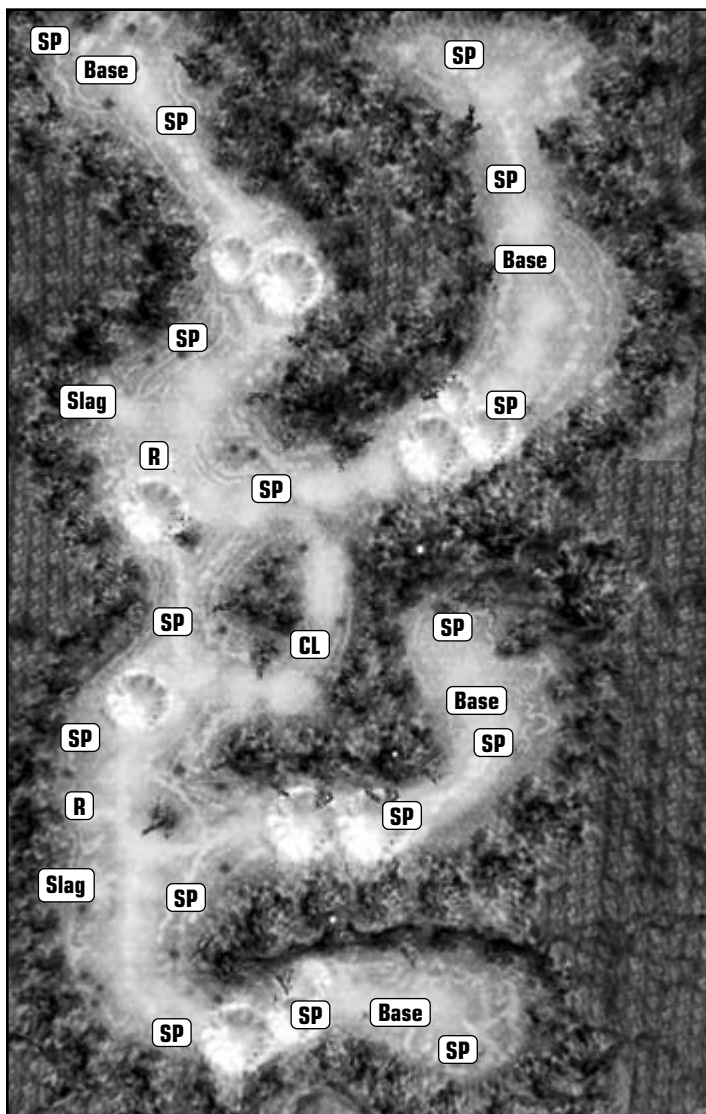
Colonel Ryn "Biffy" Drecker was summarily executed after his actions at the Cathedral of the Drowning Saint. While he put up a valiant defense of the holy grounds, the level of destruction caused by the three companies under his command was deemed heretical by the puritanical Inquisitor Wolsan.

The players each begin in one of the corners with a base surrounded by impassible terrain and only a ramp facing toward the center of the map as the entrance. Bases each have two Strategic Points inside and three more down the ramp. This is a good map for playing two against two because your ally will cover your side, allowing you to concentrate your forces on the closest enemy. Relics and the Critical Location are in the center of the map. If you and your ally can capture all four Relics and build upgraded Listening Posts and even Turrets, you can seriously limit your enemies' expansion.



Quatra (4 Players)

The lands of the planet Quatra are barren and perilous. The rocky outcrops that surround the plains here have edges as sharp as steel blades, and can easily cut through even the toughest armor.

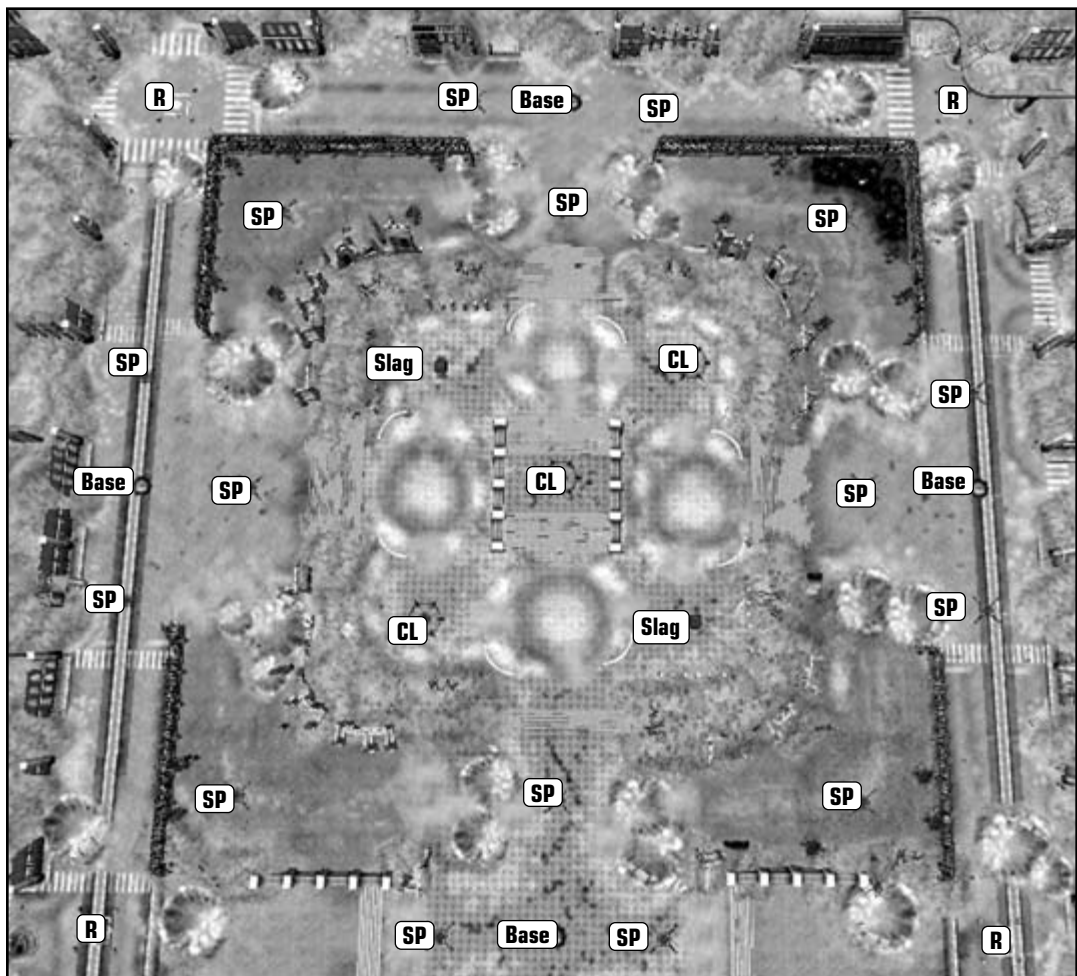


Forests separate this map into narrow passageways. While this may seem to make it easy to defend your base, the forests are rather narrow. Artillery units can bombard over the forests without receiving return fire. Units that can move over impassible terrain are a great asset during this mission. Each base has a couple of Strategic Points next to it. Because there are only two Relics, it's important to grab and hold one. This can lead to races between allies for the closest Relic.

Saint's Square (4 Players)

Dedicated to the four great Saints of the Infernus Sector, the ruins here are all that remain of this once grand Imperial cathedral.

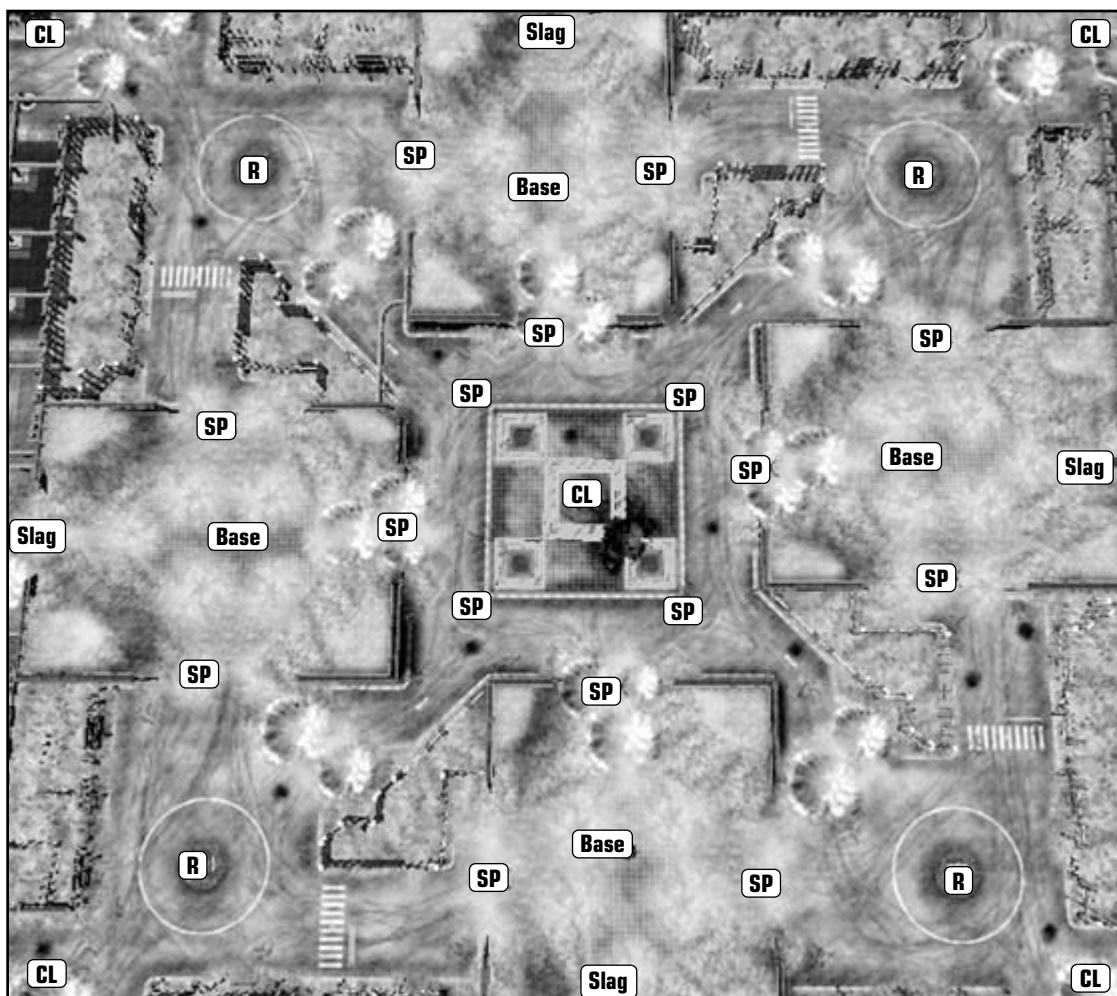
This map places the bases along the center of the map sides. Relics are in each corner with Critical Locations and a couple of Slag Deposits in the center. While most of the fighting takes place in the map's center, roads running along the map edges allow access between bases. When playing as teams, rush for the Relic between your ally and your base. Between the two of you, this is safe and you won't have to worry about defending it as you would a Relic between you and your enemy. Hold in the middle and use the roads along the map edge for assaults.



Tartarus Center (4 Players)

The mainstay of Tartarus was its once mighty industrial core, now a heap of rubble and ruin wrought by the hands of Chaos.

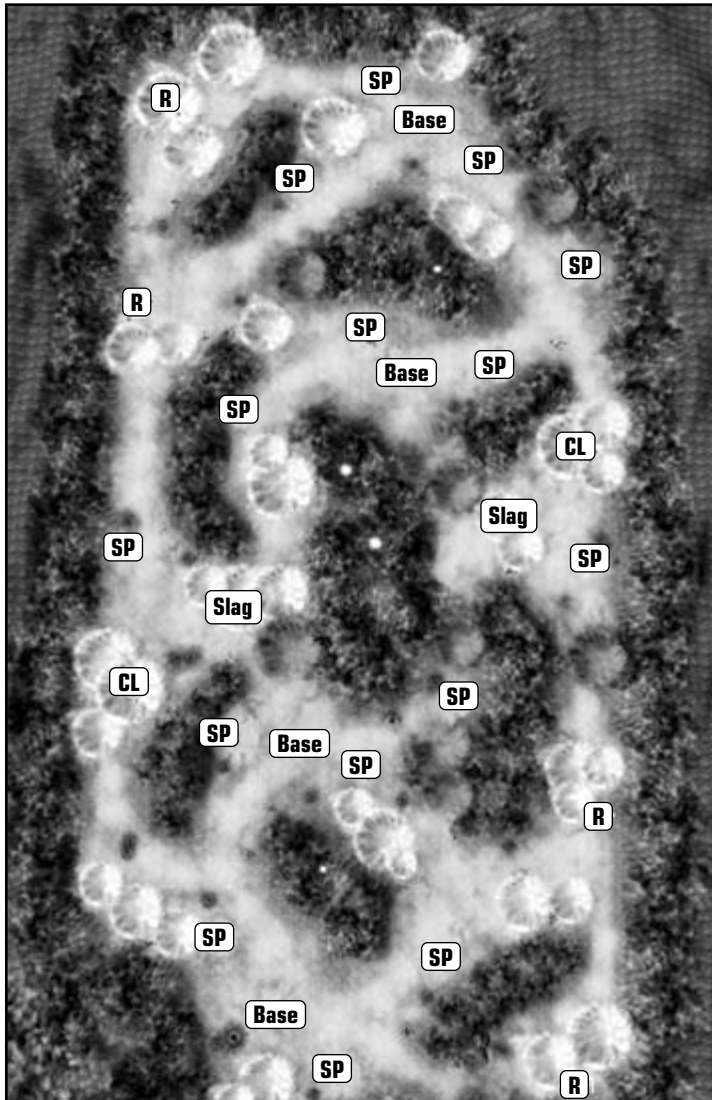
Each player has lots of room in which to build a base. There are three Strategic Points at the edges of each base as well as a Slag Deposit, so power should not be a problem. Rush for the Relic between your ally and your base. There are also Critical Locations in each corner of the map. As with the Relic, go for the one next to your ally. While there is impassible terrain, a lot of this map is open, allowing effective use of large groups of infantry squads.



Volcanic Reaction (4 Players)

"And they shall fight in the streets, on the plains, on the ash-ridden wastes of the planets in the Imperium. And they shall die with the faith in their hearts for they fight in His name."

—Commander Azrael, Supreme Grand Master of the Dark Angels



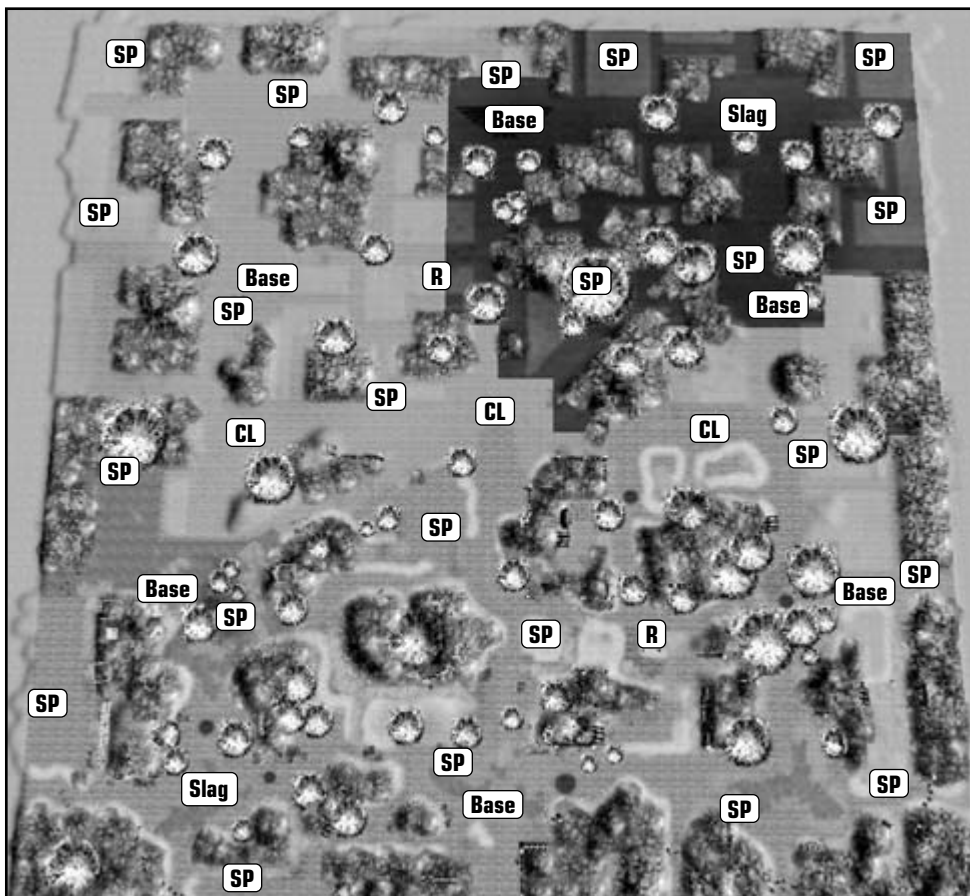
This map is designed for team play with fixed start locations. One player from each team has a base near the middle while the other team member is on the map edge. The best way to work together is to divide the area of responsibility. One player covers the western approaches while the other player covers the eastern approaches. There are enough Relics for each player, but only two Slag Deposits. Because these are both near the middle, the forward player of the team can quickly grab one. Another strategy is for the forward player to concentrate on building up a base and army while the rear player goes after Strategic Points and builds Listening Posts on them. The rear player can then give resources to the forward player to allow for one of the team members to advance through research and construction and access the most powerful units in the game.

Streets of Vogen (6 Players)

"You will fight in the streets, the alleys, and in the habs! You will fight for the enemy's death, not your own lives! You will fight and you will drive this alien filth from the Emperor's city. You will do these things, or you will face my wrath."

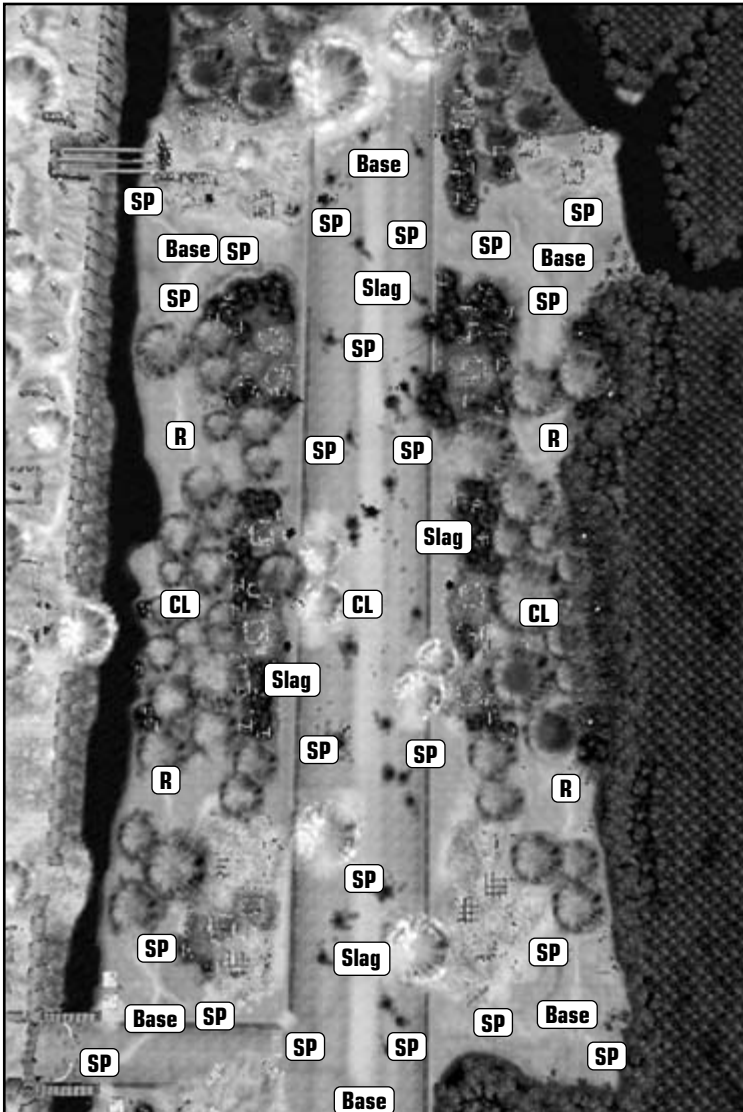
—Captain Denon of the Salamander's 2nd Company

This is a big map with lots of Strategic Points, allowing for some big battles. However, there are only two Relics and two Slag Deposits for six players. Rush for the closest of the two to gain control before an ally or enemy does. Be careful not to get too spread out early in the game because the map is so large and it takes time to send squads from one spot to another to fight off an enemy raid. Static defenses such as Turrets and Minefields work well when used in conjunction with upgraded Listening Posts.



Bloodshed Alley (6 Players)

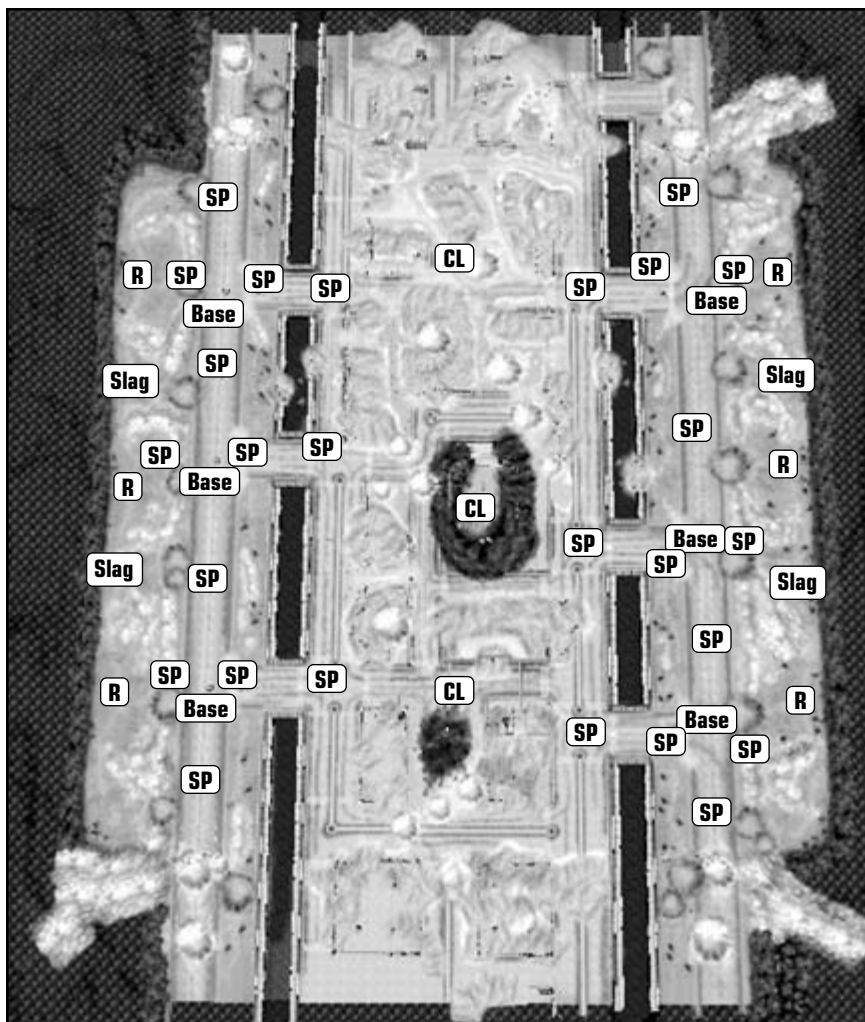
The locals call this Bloodshed Alley. Here, a thousand battles have raged as the inhabitants struggle to stop the swift conscription of their brothers into the Imperial Army.



This mission is designed for fixed position team play. Because the map is narrow for a six-player game, using teams of three at each end you can combine your forces with those of your allies in a line across the map and advance toward the enemy, taking all Strategic Points, Relics, and Critical Locations along the way. Take advantage of the many craters on this map. Move from one type of covering terrain to the next, and avoid the open terrain.

Kasyr Lutien (6 Players)

A major city on the planet Tarinth, Kasyr Lutien was once and for all burned to the ground by the Chaos Lord Abaddon in the 5th Black Crusade.



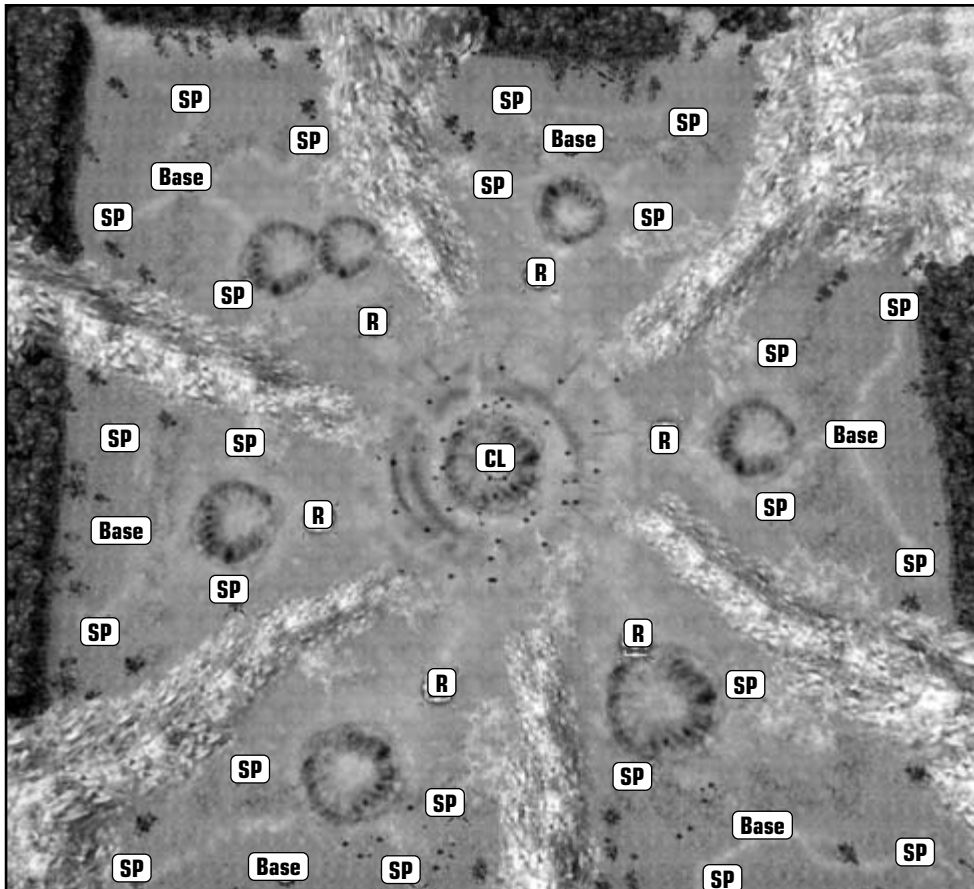
This mission is designed for fixed position team play. Unlike Bloodshed Alley, this long map spreads out the teams along the edges. Canals divide the map into three areas, while bridges serve as chokepoints. There is a Relic close to each base, but only four Slag Deposits. It's important to maintain a linear advance with your allies or the enemy may hit you on your flanks. The short distance between you and the enemy opposite your base makes it easy to send raiders to attack, then withdraw.

Chapter 19: Skirmish and Multiplayer Maps

Mortalis (6 Players)

The Mortalis is a historical site of great significance. It is here, in the center of the jungle, that the first attack upon the Calthronian people occurred at the turn of the 39th millennium. Many died then, and more will die now.

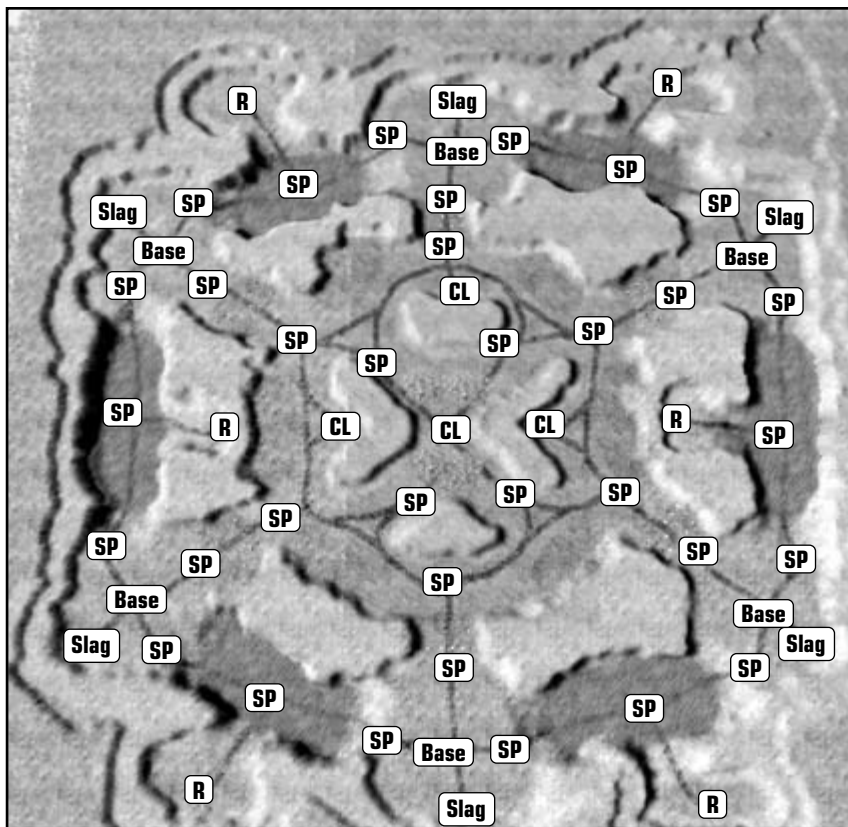
This map is like a pie sliced into six pieces. Impassable terrain separates each player's base from the others and also forms self-contained areas with four Strategic Points each and a Relic at the entrance leading to the middle of the map. Secure your Relic at the beginning and defend this opening to your base. You may have to worry about Jump-capable units who can leap over the impassable terrain, as well as artillery that can fire over it. Therefore, if you are adjacent to an enemy, keep some of these types of units on hand to attack your enemies. Artillery can really put a hurt on your neighboring enemy.



Testing Grounds (6 Players)

The training of potential Space Marines is a long and grueling affair that takes years to accomplish. Much of this training involves live combat, and while it is not a generally approved practice, it is rumored that many Chapters allow their recruits to fight to the death, assuring that only the strongest survive.

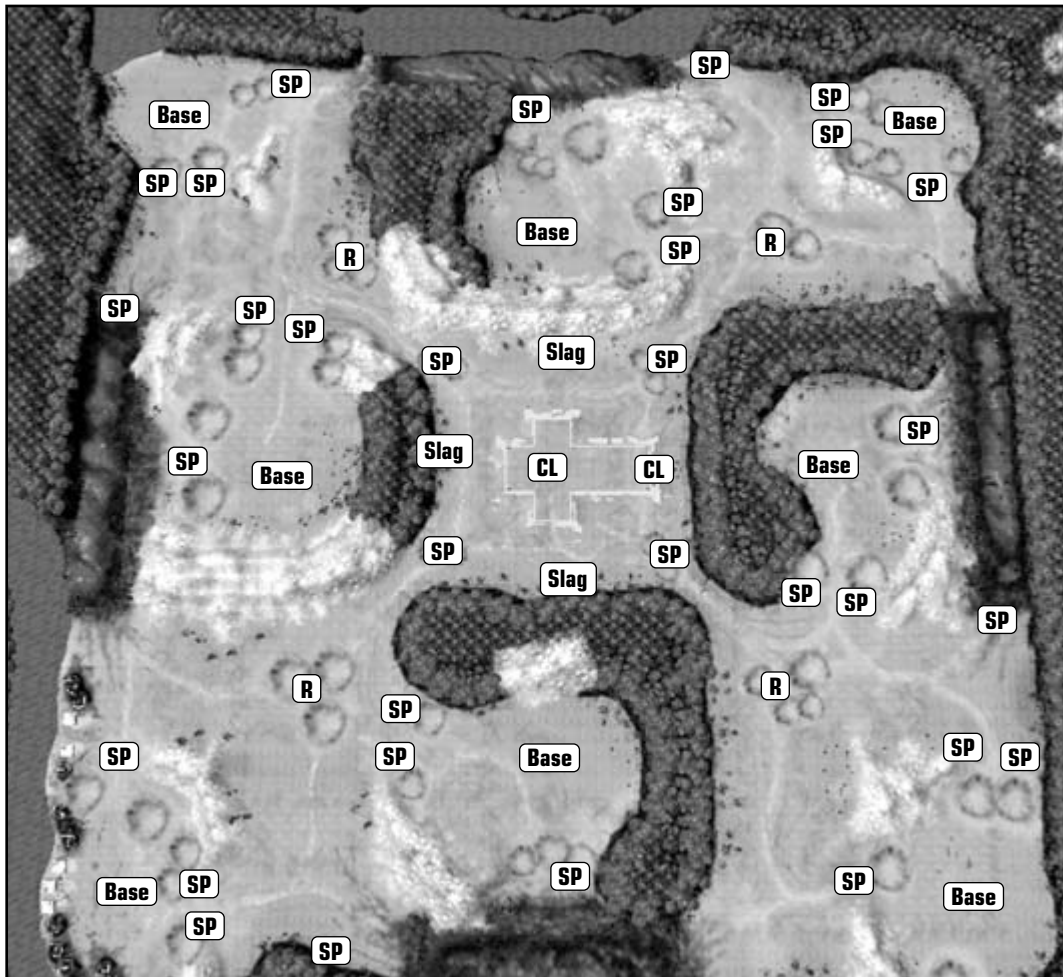
On this map, every player has his or her own base area with three entrances—one toward the middle and one to each side. With team play, hopefully one of those sides will be shared with an ally. There are enough Relics for all players and each base area includes its own Slag Deposit. The side routes to other base areas are across water, meaning that enemy attackers are at a disadvantage if your troops stay on shore and fire at the wading enemy. The center of the map is filled with Critical Locations and Strategic Points, making it a heavily contested area. When playing as two teams consisting of three players each, direct the center player toward the middle while the side players assault the closest enemy bases via the watery passages.



Burial Grounds (8 Players)

What blasphemy lies within the burial grounds? Claim it as your own, and use the power that lies there, or destroy it!

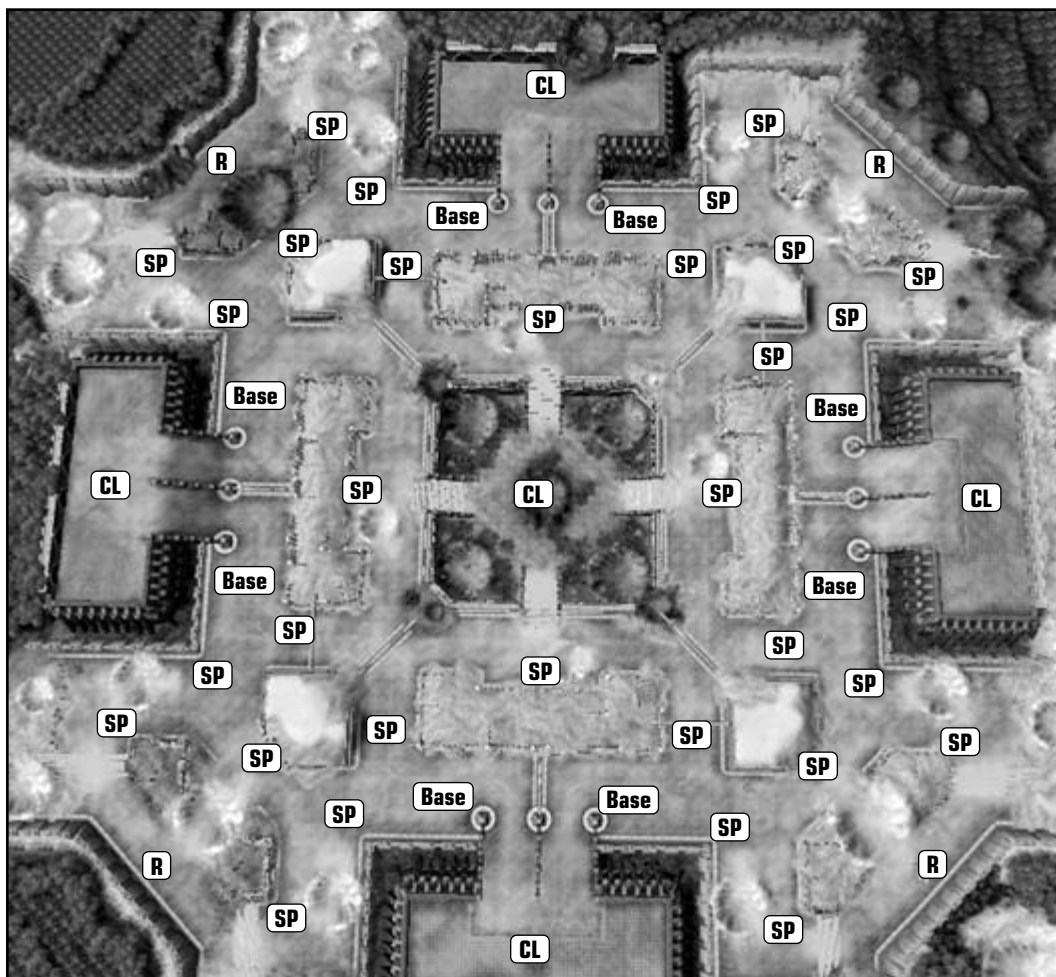
This map gives each player a small area with three Strategic Points for a base. There are only four Relics and three Slag Deposits, so take one in the beginning and hold it. Impassible terrain builds thin barriers. Jump units can fly over them, as can artillery fire. For team play, form a line with one team and take the central area. Hold it while the sides assault the enemy bases on the flanks and then wheel around in a pincer movement.



Daturias Pits (8 Players)

The city of Daturias, razed to the ground four centuries ago, was the home of a barbaric culture that fed upon blood and pain. Many of the city's arenas and gladiatorial fighting pits still remain today amongst the ruins.

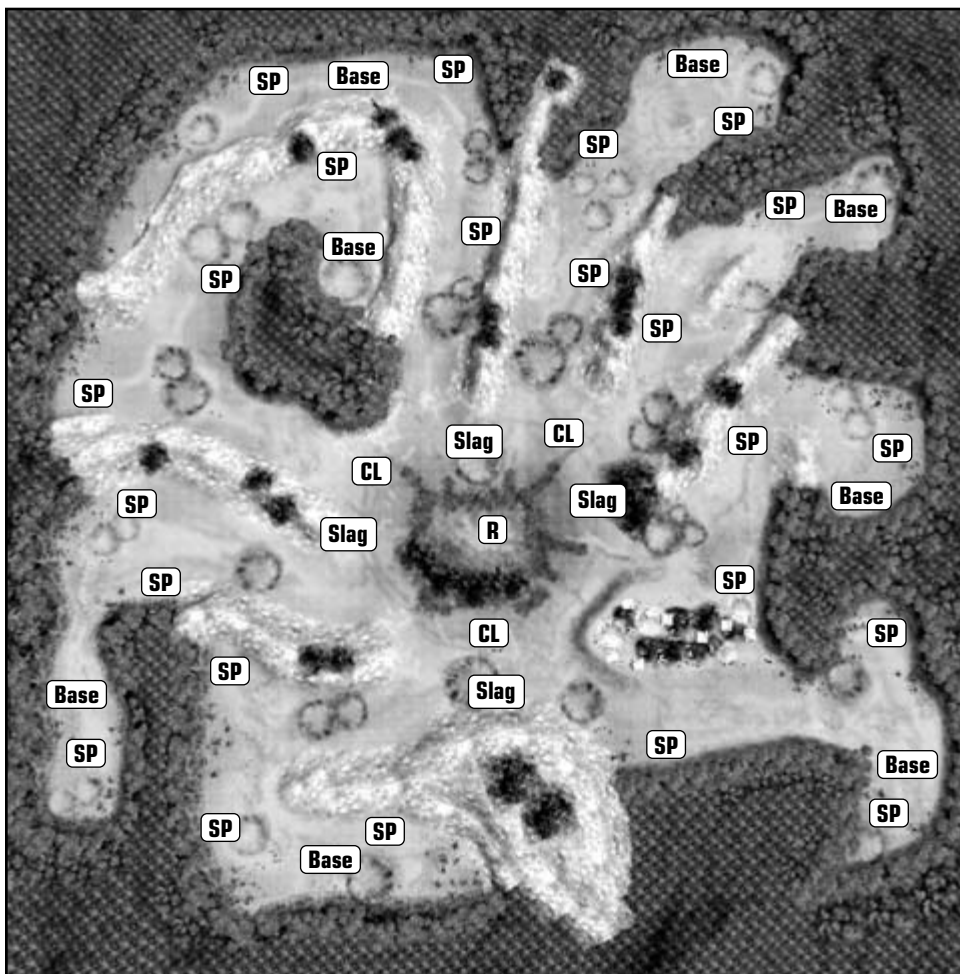
Rubble and large walls break up this city into small sections. To travel, you must make a winding advance through the city streets. Units able to move across impassible terrain are great for expansion because they can hop over the barriers and travel faster. Each pair of adjacent bases has a Critical Location up a ramp behind it. Grab it before anyone else does.



Doom Chamber (8 Players)

Located on a Death World harboring the most voracious of carnivorous animals, the rich mineral deposits are constantly contested.

Similar to other maps with narrow strips of forest dividing the battlefield into narrow passages, this map begs for Jump or teleporting units. The only Relic is located in the center. Also, each base area has only three Strategic Points, so requisition points won't be pouring in unless you capture some of the Critical Locations in the map's center.



Lost Hope (8 Players)

"A battle for supremacy against many foes is a battle of the best kind. There are few considerations, only those concerning where to place your next shot. It is war in its purest form."

—Commander Karziel, Ultramarines 5th Company

This mission is a bit different than the rest. Instead of eight players scattered around the map, they line up along two adjacent map edges. The bases are in the woods, along with some Strategic Points. The Relics, Critical Locations, and Slag Deposits are in the ruins of the city southeast of the bases.



Penal Colony (8 Players)

"Thou shalt be glad of thy Master's Punishment for it is deserved and it improves thee."

—Ecclesiastical Proscriptions

This is a very simplistic map. There are only 15 Strategic Points for eight players to divide up. There is one Relic in each of the four corners and two Critical Locations in the middle. There are also four Slag Deposits. Requisition points will be tight during this mission, especially at the beginning. Therefore, spend your resources wisely. With few obstacles on this map, expect attacks from any direction.

